MGPG3B-40

Brainstorm way to implement a powerup that increases the capacity that the player can hold

First option:

I thought of a few ways to go about this. I could go more in depth about this in our meeting but I was thinking of adding a new mechanic to the game: Karma.

Karma would be what the people in the city you’re trying to save think of you, the player with the better Karma would get bonus score at the end of the game. Causing too much destruction trying to slow down your opponent could affect your karma.   
  
 The reason I went for a whole new mechanic is to balance my initial idea of being able to pick up cars off the street and using them to hold objects falling from the buildings. There is no real decision to be made, every player would do that right off the bat as soon as the game begun if they were able to. So I’d like to give them an option to pick up a car and use their giant hand to turn it into a bowl to hold up more items but at the same time lose karma for it, for destroying a car. Doing that will give players the option to either just stack up items in their hands or risk destroying a car and hope it pays off.

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Second option:   
 Have a powerup fall from one of the buildings like an energy drink or superhero juice that makes his other hand grow, increasing the amount of items he can hold. Excuse the bad photoshop, the picture obviously needs polishing.   
 We could have another powerup that makes his 2 hands join together essentially having a single platform instead of 2

