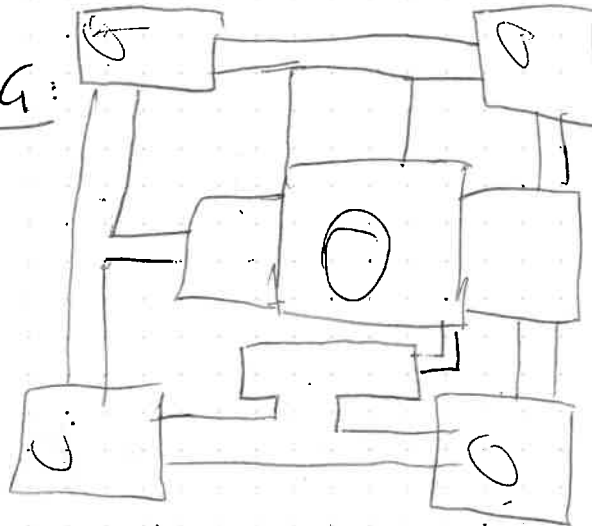# New idea 1
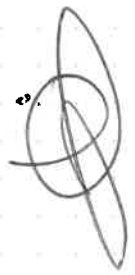
Tokens:

Arduino, Raspberry Pi, ESP32, S.T.M 32

Indiana Jones:

Dracula: ||||

Dungeon RPG:

Generalize the board to work for other games (don't implement those games)

- Digital prototyping (Luke) ↑ Gabe
- Board design
- Manufacture (physical/electrical)
- Dracula AI programming
- Game design
- Art design / UI
- Game logic
- RFID driver (Max)

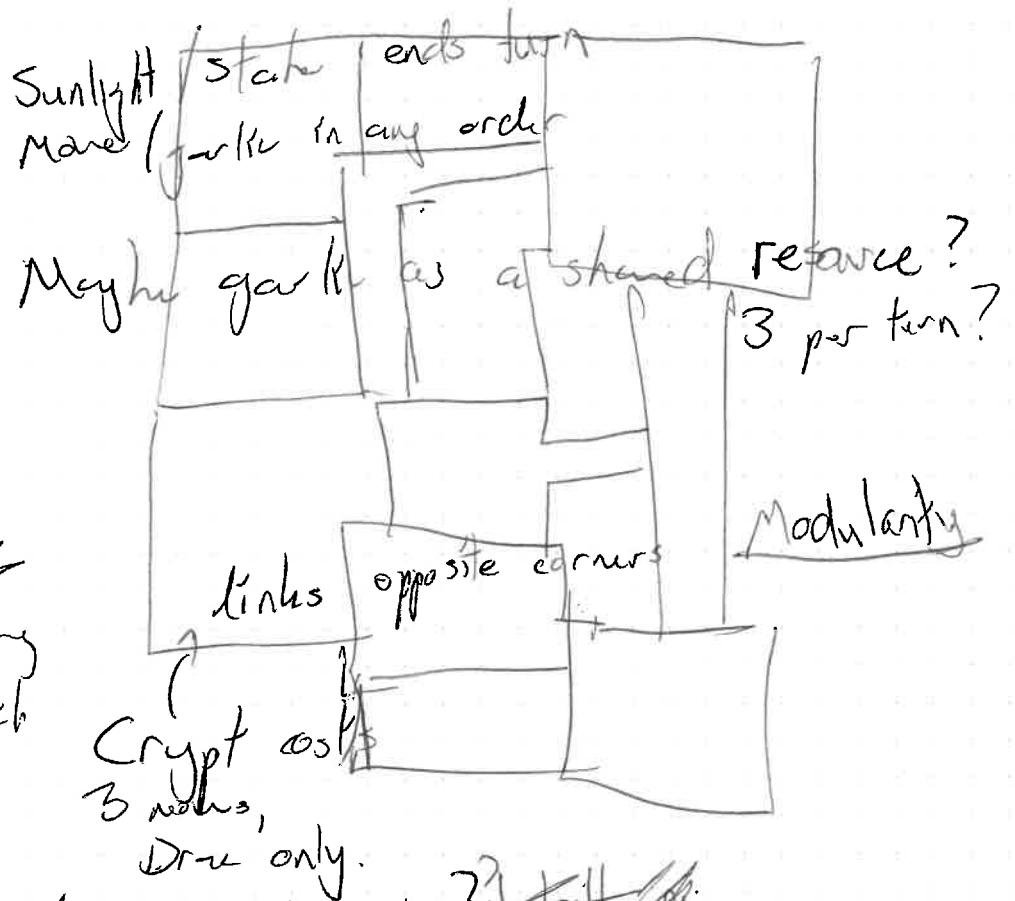↳ Elias Blanch

Steven Scott, Steven Viller

- E-Ink display — arduino

Heuristics
- Tech Involved
- Simplicity
- Fun
- ~~Possibility~~
- Accessibility

Alex
- Tokens and card game, ~~~~
- Information hiding
- Simple, uses Tech

Stephen
- El Dorado ~~Les Cuch~~
  ↳ board generates the traps.
- Auto battlers
  ↳ Shop ~~phase~~, battle phase, card base
  ↳

Gabe
- Regicide
- Fight the guy on the display.

Players: 2 lives each
Drac: 3 lives

Sunlight / State / ends turn
Move / ~~parks~~ in any order

Maybe garlic as a shared resource?
3 per turn?

links opposite corners

Modularity

Crypt costs
3 moves,
Drac only.

~~Undead minions?~~ ~~Kill~~
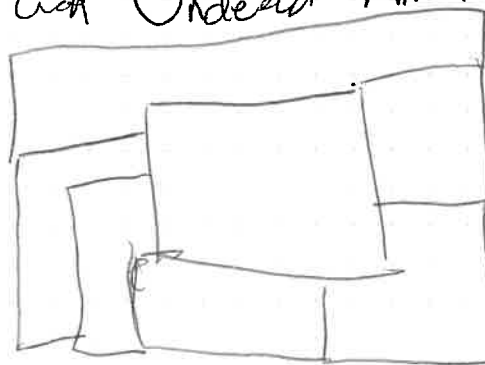
- Maybe Dracula could play?

- ~~R~~ Able to change doors and walls.
- Secret tunnels?
- UI
  ↳ Addressable LED Tape

Does Dracula need incentives to bite?