MEET 02 – FRI 02/11/2018

BRAINSTORMING FOR THE GAME CONCEPT

* RPG turn-based combat, player doesn’t control combat, matches are asynchronous
* Every player has a character
* User initially defines the characteristics they would like their in-game character to have (secretly, this will be what they themselves aspire to become)
* Those ‘ideal’ characteristics are compared to the actual player’s characteristics and their in-game character gets equipment based on how close the player’s twitter-analysed personality is to their toBe personality
* As the user changes and becomes more like their toBe character (based on their new Tweets), their character gets stronger in stats and equipment/spells
* The player doesn’t know it’s about them, and doesn’t know what’s behind the scenes (but we need permission for Twitter usage...)
* Overall Concept: Everyone has a different end goal for the game, there’s no beaten path.

