# Brainstorm Document

## Overview of the application

Our application is a fantasy football game where players can apply ‘buffs’ to their team or players on their team. Buffs (or power-up’s) enhance or alter the scoring schema for a team, for a period of time. Buffs are meant to make fantasy football more interactive and add an element of strategy to the game, offsetting the element of luck in fantasy football and make the outcome of matchups more dependent on skill. Some buffs are applied in real time and some are applied prior to the start of games/matchups. Buffs may also include an element of risk. Here are some examples/ideas:

* Touchdown Vulture: This buff is applied to a running back on a player’s team. When this buff is applied, a player’s running back will get credit for a touchdown if the following conditions are met:
  + The player’s running back rushed for more than X% of the drive
  + The team scores a rushing touchdown at the end of the drive using a running back other than the runningback the buff is applied to.
  + Element of risk: the player will not get credit for the touchdown if the running back that the buff is applied to scores the TD.