# Brainstorming

Expanding story mode

* Longer chain of story/fights
* Having the player fight AI
  + Non-playable characters
* Multiplayer story mode
  + Most difficult because of needing an ending for each set of elements chosen
  + Awkward to fit in because we don’t know who wins from the beginning
  + Also, if we don’t implement the first suggestion, it will be versus with an after battle cut scene
* Building stages to set each of the scenes
  + More scenes will help fill out the game
  + Gives the idea that the plot is actually moving

Associating narrative with mechanics

Complete honesty, I am not sure what we are looking for here. Our move sets for the fighters are already tied into the elements and the idea that they defend the elements so to speak. Between that and the UI I don’t know what else we can connect to the narrative of our game.