**Questions**

* Turn based or Real Time?

Macro gameplay is real time

Mini games turn based- maybe

* Exact Game Modes?

Debate simulator

Negotiation simulator

* Folders for menu?
* Can the player’s group ally with other groups?

Yes.

* What is the scope of the mini games? I.E. 2-3 semi-in depth games or 4-5 really simple ones

2-3

* What exactly are group members?

Heads w/ personalities

And have skills

* How are group members defined? Classes? Skill points?

Different skills

* Possible elite group members?

no

* Possible political-permadeath?

Reputation level

* How do you win?
* How do you lose?
* How is influence/ other resources obtained?
* What are these other resources?

Volunteers

Political reputation

Funding

**What we know**

* Political/activism themed game based in Maine.
* Events occur throughout time
* Events disappear after x time
* Player has must have resources during that time to absolve that event
* Events are related to Maine issues, or would-be Maine issues
* Player is in control of a political/activist group
* Player’s group agenda is decided by player
* The will be other groups competing with the player with their own agendas
* There will be mini games relating to events to break up the main gameplay
* The player’s group has members that complete tasks for the group
* Group members will have individual names