What game do we want to make?

* Touch screen controls, no touch screen controller
* Tilt sensor
* 2D

Genres:

* Puzzle
* Beat ‘em up
* RPG
* Racing
* RPG –**real time** multiplayer/singleplayer -Free
  + Pick and choose your friends
  + Willy’s vote
* Grapple/action Platformer
* RTS

Concepts:

* Top down-overworld
* Puzzles and battles
* Stats – unique to each mode/encounter
  + Speed stat affects how fast you move, unlike most other games
    - Sneaking!
    - Recoil
  + Socialization
    - More you work with people, the better you work with people
    - Choose a side
    - Bonus power FROM YOUR FRIENDS
      * How would it work when alone or backstabbing your friend(s)
    - Less you interact the worst the stat gets
    - Backstab your friends!
  + Strength
    - What can it do?
    - Damage output
    - Allows you to lift different types of items at different levels of strength
    - Bonus points multiplier
  + Sexiness
    - Level this up for the ladies.
    - Ugliness = less battles, bro!
    - Masks! They make you more attractive!
  + Stamina
    - Hp goes up the more you battle
    - Getting beat up makes you fat
  + Smarts
    - Puzzle mode
    - Higher the stat the more you will see on the field
    - The more people punch you in the face, the less smarterer you is become
    - Attractiveness opposes this stat
    - Affects how long it takes to learn an ability
* Name your own class
  + Decide your focus
  + Pick and choose abilities
    - Trade ‘em, find’em, learn ‘em
    - In single player you learn certain skills, in multiplayer you get exposed to new skills that are not available in single player

Items:

* Masks
* Head type
* Body type
* Socks (only has an affect when no shoes are worn)

Notes:

* You gotta fight Smoot.
  + He teaches you how to play, and then he stabs you in the back.
* More weight levels up your speed more quickly.
* Training stats affects the your other stats, but leveling your stats does not
* Max/min stat caps
* Clans/guilds/buddylist/Friendship
* Group limit
* Phone call overrides everything
* Consider phone call handling
* Player finder
* Arena
* Gesture based spells

Battle system:

* Mode based
  + Puzzles
  + Turn based fighter
  + Quick time events
  + Puzzle-attack combination
  + Drunken Rage
    - Ignores turn based mode
    - Eventually you start vomiting, make sure you have someone hold your hair dude
    - Lowers your accuracy
    - Status affliction as well
    - Attractiveness becomes moot, everyone is super-hot go get some