What is it:
Write a 1 page description of a proposed game that uses the core mechanic turned in for Milestone #3. The goal of this exercise is to come up with a creative re-purposing of the core mechanic. That is, we want the user to do the same activities, since that is what the mechanic specifies, but we want the user to do them in an environment totally different from the context from which the mechanic was drawn.

The proposed game should differ as much as possible from your original in all of its thematic, narrative, and semantic elements. If you started with a first-person shooter game, your proposed game should not involve guns or other projectile weapons. If you started with a racing game, your proposed game should have nothing to do with piloting a vehicle around a track.

You should prepare by doing a lot of brainstorming. Have each team member write down 6-10 crazy ideas and circulate them with the rest of the team. Out of these ideas, pick a few to develop further before settling on a single proposal.

Your proposal should describe the game's overall theme and structure, indicating how the core mechanic will be applied in it. You can assume that the reader has read your Milestone #3, so you do not need to re-describe the core mechanic here.

What to turn in:
Submit a MS Word document containing this description as Design Project Milestone #4. Only one team member needs to do this.