

## So, what sort of stuff do we want to see in Niblet?

### Wicked Features (in no particularly wicked order)

1. Fast-paced action, none of that sissy slow and steady crap
2. Larger boards with lots of bad-ass stuff in them
3. Mega-bonuses and as much bling as our credit card can handle
4. Multi-player satisfaction, as well as a killer single player mode
5. Better looking worm with interesting hang-ups and abilities
6. Introduce our little worm dude to the third dimension

It is of **strong** opinion that the first Nibbles game was much too simple. Controlling a developing worm as you slither around a board eating numbers was never that interesting.

What do we mean by stuff here? Are we talking about weapons, traps, puzzles, filthy little worm hussies? Please be specific - especially on that last part.

Do worms even like bling? Is this a fashion treand we want to start? How will they get this stuff? Will they pick it up off the ground (back to that hands dilemma)? Will it fall fro the sky? Or will it be something they just absorb, sort of like osmosis, only cooler.

How many worms are we talking about here? Can my granny play too? Will balancing the game be a problem? How exactly can I kick my brother's ass at this game when we're playing against each other? Will my sister like this game? How will the game be hosted?

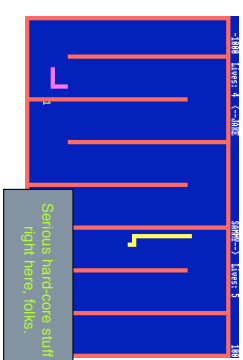
Ok, we're talking about worms here, right? I mean how interesting can worms really be? Well, I guess there are pseudo-army type worms, but those worms don't really look like worms anyway.

Hands? Worms don't have hands!



We need to find out if the objects in 3D from within an OpenGL rendering context can even interact with the 2D objects managed by the OGraphicsView class. I'm thinking lighting will be a big problem.

It's really difficult to render a worm in 3D and not too much fun to play with either - except in physics simulations. We'll need to come up with an abstraction of some sort.



### Things I Didn't Remember About the Original

1. You could play with more than one person at the same time, on the same keyboard. Hardcore. Just remember to keep the game friendly. It's too easy to accidentally land an elbow right in the chops. Hey, I **said** it was an accident.
2. Negative scoring for that extra little bit of humiliation.
3. Your reflexes on a keyboard are completely inferior to those on the mouse. You're getting soft, buttercup.