

Chopsticks (Talk)

- Narrative
 - Over-exaggerate - the narrative shouldn't be realistic since the game is about having chopsticks for hands, doing things with it
 - Go from picking food then somehow to (Dylan's Idea) becoming a hitman and shooting someone.
 - 1 Day going through your life: Waking up, Going to Work, Getting back home
 - Driving car
 - Rage Moment
 - Absurd physics - Ragdoll/Dummy physics
 - Becoming a hit man

 - Looking back into the pictures (Old man looking through pictures)
 - Different pictures = different scenarios

 - You as a worker trying to get hired
 - Working at different jobs, doing different tasks
- Games to look into
 - Surgeon Simulator
 - WHAT THE BAT? <Completed>
 - Say No! More
- Prototypes
- Paper pieces
 - Have people pick up different things using chopsticks
- Different Chopsticks
 - Level of Difficulty
 - Chinese (Starter), Korean, Japanese
 - Very long chopsticks (2 metre)

Mechanics - Hands are chopsticks (nothing more to elaborate)

Visuals - Low/ Mid Poly game