Game name: Wizard Portal Transportation (Crosseds out robot)

Game Ideas (papers please)

Character ideas	Variations:
Ice mage	Humans
Fire mage	Elves
Lighting mage	Dwarfs
Storm mage	Goblins
Three goblins	Ogre
Priest	Dragonborn
the king	Gnomes
witch	Harpy
potion master	Vampire
necromancer	Merfolk?
Druid	cyclops
Spirt guide	Lamia
Sorcerer	Zombie
Earth wizard	Ghost
Gun guy (cowboy type)	Tieflings (unnamed hellspawn)
time wizard	werewolf
Flower something or other	Skelton
Generation alpha kid	Shrek (actually a robot)
Music man	Wise mystical tree
Assassin	Troll face
Guy who pretends to be a robot because of a curse	

Civilian (also not allowed)	
Healer	

The main way for robots to get past is to mimic as potential character combination

Events such as:

Public Transportation Portal Rules
1. Only people with magical abilities are able to cross through
2. Do not let kids into the portal?
3.
4.
5. Do NOT let the metal anomalies assimilate

Reasons
Appearance
Destination
Magical ticket (parchment)
Adventurer ID
mana pool/magical level
Bag search

should robots have magical energy and should that be something to measure as different wizards have different energy and robots levels could potentially mess with that

An alert should go to the players after every day when a robot adapts to cover up there appearance. Through crystal ball

Approval Rating so if you get things wrong you get burnt at the stake or maybe bonuses

Goal for the protagonist
To protect the portal from non human life for

Robot goal to take over the world

Finite amount of people a day to make it not a infinite stream of immigrants but a manageable amount of people that if you get through fast you gain bonuses

Antagonists:
Robots coming to invade and assimilate into the world
Where are the robots coming from
Gods over the world telling you what to do

Endings
Flawless

Team 6 for the game competition
Talking Points:
- Menu :)
- Rules
- Character dialogue
- Items
- Buttons
- Pause menu
- 2-3 days of gameplay
- "Wow our games so awesome and cool"
- Lose