



**Forum: Whispering Bluff Work**

**Topic: Growing the Seed of a new game**

**Subject: Re: Growing the Seed of a new game**

Posted by: Dragavan

Posted on: 2008/4/29 21:41:03

Okay, more details of this idea can be found in the [Dragavan's Den Blog Post](#) about my brainstorm. I would still like to have a Brainstorming session with some of my friends and fellows about more ideas I have dealing with this.

I am also to a point where I want to actually play with the system (even in the fragmented form it is in) and see what does and doesn't work. I have a basic framework for attributes, two health pools, a group tension pool, and how they all work together. The only way to test it is to play with it. So I want to play with it soon, even though it would be kind of messy at the moment.