Brainstorming Flowchart:

- Disease: Cause & Cures
- Environment:
  - Global Warming
  - Polluting Waters
  - Energy Conservation
- Education (contextual):
  - Music Theory
  - Grammar
  - Math & Science
  - Geography
- Health: Wilderness Survival
- Destruction: Reduce poverty
- Economics:
  - Stock Market
  - Foreign Market
  - Canadian System
- Culture: Learn new values
- Politics:
  - United Nations
  - Passing legislation
  - Becoming a politician

Target Audience:
- Grade 6-8
- Grade 2-5
- Grade 9-12
- Adults

Serious Game:
- Rez (mini-game concept)
- Pandemic website (dynamic aspect)
- Day of The Tentacle (story attitude)
- You Don't Know Jack (unique questioning style)

Game Types:
- Arcade
- Puzzle
- Strategy
- Simulation
- Educational
- Fighting Game
- Adventure
- Quiz Style

Medium:
- Mouse
- Keyboard
- Computer
- Musical Instruments
- Cellular Phones