**Steel City LUG video game wish list**

Our members have enjoyed the LEGO video games over the past few decades and we appreciate the opportunity to provide input in the possible future releases. We believe our ideas do not steer far from what has been done in the video games already, or even from the education nature of LEGO that exists already, but we do have specific items to mention as desires for them to be considered.

 As for the topic of theme, we’ve enjoyed the Pirates of the Caribbean themed games, but we wonder if we could use the non-licensed pirates lines for game content. There is already a rich storyline carried in factory sets as well as fan-fiction based of the sets. Both the Pirates and Space lines of LEGO products have deep segregations between factions and roles in the LEGO universe, and we’d love to see that come to live and solidify in the video game medium.

 As far as mechanics in the game, we’d like to see LEGO keep delivering the educational aspect of problem solving and science, technology, engineering, and math (STEM) through the game adventures. Having players analyze the trajectory of a missile, or weight of a pile of bricks, or other concepts that would apply to the real-world helps promote the LEGO brand as more than toy, but as a valuable learning resource as well.

 Another point about why we enjoy LEGO so much is the ability to customize creations. We’d like to see choosing elements in our character or scenes from the vast array of colors and elements in the LEGO catalog. Some enjoy the sense of creating an avatar to submerse themselves into the experience of the game.

 Since we’re adult fans, we may have a bit of nostalgia for things of the past too. That becomes apparent for our fond appreciation of Lego Island/Lego Island 2. If that game could be revamped for a modern platform, there’s consensus (among our group at least) that it would be played and played often.

 We thank you for the chance to share our interests with the powers to be. Here’s a quick summary of what we’d like to see:

* Pirates or Space (non-licensed) utilizing the existing factions and characters (Red-beard / Benny / etc)
* Educational explanations of how to solve problems instead of chaotic slash ‘em / explosions
* Revamping games of the past, like LEGO Island
* Customization of the environment and playable characters