

Generation of 25 Game Ideas  
Yr 2 Game Art - AIE Sydney - 2013

The following are 10 of the 25 ideas previously generated, that have been expanded further into game ideas:

### 1. Spooky House Idea

*Opening sentence:* you're a kid being stalked by ghosts in a haunted house, you're protected from the ghosts but if you move a muscle while the ghosts can see you, the protection lifts and they will attack you.

*Experience:* Tense "stealth" game play with a focus on timing your movements and quick reactions

*goals:* collect the key to unlock the front door and avoid getting caught

*Conflicts:* avoiding the ghosts and monsters as they patrol the level and ambush you

*Rules:*

- The player needs the key to unlock the exit
- The player will lose if he moves whilst in the ghosts line of sight
- To win the player must move through the exit

*Generic 1 minute of the game:* in an early level in the game, a simple room with a key in the corner and a door to exit in another. There are two ghosts patrolling. One that looks at the key every so often and one that looks at the door. You must snatch the key while the ghost isn't looking and unlock the door when the other one is patrolling elsewhere.

*Expanded game play:* other obstacles in the players way are objects that monsters can hide in and will jump out when the player is near. Also objects that the player can pick up that can extend his protection so he can move whilst seen.

### 2. Lava Platformer

This game will be a 2d platformer. Based on a popular children's game, where you pretend the floor is lava, making your way from room to room without touching the floor. You will play through a pre-designed level, making your way from platform to platform, trying to reach higher ground as the lava level rises. Throughout the level the player will encounter enemies, which if the player comes in contact with, a life will be lost.

You will lose a life if you touch the lava. We will use basic platformer movement, giving the player the option to jump, crouch and run from side to side, with the ability to use these mechanics to perform strafe jumps in order to reach your goal.

This game will give the player an experience similar to other platformer style games, but with the constant threat of lava and enemies to keep the player on edge, and the platforms being pieces of furniture will hopefully give the players a nostalgic experience and bring their childhood game to life.

### 3. Asteroid Game Idea

Asteroid Field is a 2d based platform that incorporates a scavenge based system for a players survival and progression. The player is given tools and gear to travel through the obstacles to reach potential places to scavenge materials such as energy and health. The player must also fight off enemies by using a weapon with limited ammo that can be collected along the way, forcing the player to decide when best to make use of the weapon. The jet pack allows for navigation through space although due to its limited fuel, the player must carefully decide what route to take.

#### 4. Verbal Fencing/fighter

A game in which players fight/fence by throwing verbal insults at each other. Players are represented on screen by characters fencing in a tournament ring. Attacks are initiated by throwing an insult at an opponent, and damage is taken with every successful attack. Attacks can be parried by delivering a counter insult. The goal is to win the fencing bout by reducing your opponent's health to zero. This causes the player to make smart decisions in choosing the right insults, and counter insults to damage their opponent.

#### 5. Free falling/Scrolling Arcade Game

##### *ELEVATOR PITCH*

You play as a character falling quickly through a bottomless pit filled with deadly laser traps that require quick reflexes to navigate through successfully by weaving left and right through diverging paths and also switching colours to protect themselves from traps.

##### *EXPERIENCE*

The experience we want to provide is that of a fast paced arcade game to test the players reflexes and focus. As the player gets further through the game, the difficulty ramps up increasing the tension and adrenaline.

##### *CORE MECHANIC*

The core mechanic is colour switching. The player is able to swap their shield for either a blue or red one. Red shields protect against red lasers and blue shields protect against blue lasers. The player must keep switching according to the randomly generated obstacles while moving left and right to guide their descent.

##### *SUPPORT MECHANICS*

Some support mechanics are powerups; temporary boosts that assist the player such as a shield that absorbs a hit or a sudden, temporary speed boost. Also there are coins which the player can collect throughout the level which feed into the meta game between attempts in which players can purchase boosts for their next attempt.

#### 6. William Tell Archery

2D background with 2D or 3D characters, having a cartoonish look. There would be a computer archer with a target of where the arrow would move about before firing between 10-20 seconds. The player would have to use the W,A,S,D keys to move the head out of the way, and the apple into the way of the arrow. The look of the animation would be twitchy~derpy. The camera would be over-the-shoulder to allow the player to see where the arrow will fire.

#### 7. Underwater Diving

The player in an oldtimey deepdive suite walking around the bottom of the ocean in search of treasure . The suit only has a finite amount of air so the player will have to move around and find sources of air. These will be things like giant clams that open and release air, old deep dive helmets that still have some air in them and thermal air vents. The challenge will be to find as much treasure as you can in minutes while keeping your character alive by watching your oxygen supply. It would be a 3D game with a simple UI that have a number counting how much treasure you have collected and a health and oxygen supply bar. You would lose health by walking near eels that would jump out and bit you or by running out of air. the player would go into old sunken ships to find large amounts of treasure and chests around the bottom of the sea floor.

## 8. Kung Fu Fighting Fish Tournament

### *ELEVATOR PITCH*

You play as a cartoon Kung Fu fish fighter with a goal of winning the fighting tournament to become the fishy master of martial arts and ultimately rescuing his dream princess from the dark side.

### *EXPERIENCE*

The player will experience the joy of fish fighting using various techniques during attack and blocking. The player will encounter an opponent for each level and the player has to attack and kill the opponent, or else the player fish will get squashed and killed. The opponent will get stronger and powerful for each subsequent level.

### *CORE MECHANIC*

Different to the generic fighting game, the fighting move of the player and opponent will be decided by the "Rock, Paper, Scissor" game. Whoever win the round can choose to attack or accumulate stamina for the next round to defense or attack. Whoever lose can only have the blocking move.

### *SUPPORT MECHANICS*

When the player fish advance to the next level, there will be powerups, more advanced fighting moves and armors to be gained, so the player will have better chance of winning the more powerful opponents.

## 9. "RELEASE THE KRAKEN!"

The player will play as the Kraken, an undersea monster, filled with rage and hate for the humans polluting his home.

You will use your tentacles to pull boats to a watery grave. Each boat destroyed will reward you points, with a point goal assigned to the player at the start of each round. You will race against the clock to achieve your point goal before the time runs out, as time goes on the ocean will become more and more polluted, and once the timer reaches 0, your player will die and you will be forced to restart the round.

As the game progresses enemies such as spear fishermen and whaling boats. If enemies successfully attack you, you will receive a time penalty.

## 10. Tumbleweed Game

You are a weightless tumbleweed, generate wind currents to move yourself along and solve puzzles. Focusing primarily on a platforming game play, you collect all the coins to progress to the next level. To move your character along, you click and drag the mouse to make a small wind current that moves you. There are also large fans that blow constantly in the one direction. Use these objects to help you get to the next level