BRAINSTORMING PLACE - GDD

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1. 3 GAME IDEAS

GAME IDEA #1 - OUT OF MY WAY - GAWAI

Concept and Purpose

Game Overview (Brief Description Of The Game)

- A 2D platformer game where players have to platform through the semi-destroyed facility and avoid the dangers. Players will be running into abnormalities that will block their way and have to knock them out (attacking them).

Story And Narrative (Plot, Backstory, And Story Progression)

- You are an employee working at a facility that contains dangerous abnormalities. One unfortunate day everything went down, the facility was under attack and the abnormalities are now roaming around killing everyone. You have to navigate through the place to get to the exits. Wait, does this facility even have one? You don't remember but if there is your best bet is that it is located on the bottom floor. But… you work at the top floor… the highest floor… Damn, nothing is on your side.

- While navigating through the now semi-destroyed facility, you also have to knock out any abnormalities in your way. The lower you go the more dangerous the abnormalities get but don't worry you got one of the stronger weapons and armor, but don't let your guard down because you are still no match with the abnormalities.

- Every time the player dies, they will restart from the start of the floor they were on. Story wise when the employee dies, time reverses back. They will mention about having a sense of dejavu.

- [Spoilers: When the player does reach the end, they will find out that there is no escape. All that running and knocking abnormalities out was for nothing. Signing up for a job like this from the start should have already been a big death flag… Why did you even sign up in the first place? You don't remember. There is no point in remembering or regretting now. It's too late to go back. The character pulls out a gun, and shot themselve.]

Game Objective (What Does The Player Need To Achieve)

- Players have to find the exit to escape by platforming on the destroyed part of the facility, dodge the dangers, and knock out any abnormalities blocking their way (Probably going to have one per stage near the end). Their goal is to reach the bottom floor from the top. The lower the floor they are the more dangerous it will be.

- **Survive**

Target Audience (Age Group, Player Interests, Etc.)

- People who like to try out games, age 12+ (light gore, like dead bodies and death CG)

Inspiration (Other Games, Media, Or Concepts That Inspired This One)

- The abnormalities theme is inspired by the **SCP Foundation** and **Lobotomy Corporation**.
- The playstyle is similar to **Hollow Knight**, attacking and exploring.
- Would be nice to have a simple death CG/ game over screen depending on how the player dies.
- Visual novel style for the minor storytelling/dialogue.

GAME IDEA #2 - THE GAME IS STILL RUNNING - VELICIA

Concept and Purpose

"The Game Is Still Running" is a short 2D platformer where the player controls Subject-00, a forgotten character stuck inside an abandoned, unfinished game project. The game is about a creator who gave up — their unfinished world is falling apart, and the character inside knows it. The purpose is to let players experience the aftermath of a project left behind.

Game Overview (Brief Description of the Game)

You play as Subject-00, a test character who was never meant to be in the final version of a game. The world you explore is falling apart — full of bugs, glitches, missing assets, and broken code. As you journey through the game, you find messages from the game's creator and slowly piece together why this world was left abandoned. Your only goal is to escape — or at least find meaning in your own existence.

Story and Narrative (Plot, Backstory, and Story Progression)

The story begins in silence. You, Subject-00, awaken in an empty test room. A system voice greets you, but it sounds broken — like something that hasn't been updated in a long time. You're not supposed to be here. No one is.

As you move through the levels, you find pieces of the creator's notes — frustrated messages, cancelled plans, and personal thoughts. The world starts glitching more and more. The levels become messier, enemies look like corrupted assets, and parts of the environment disappear completely. You find out the game was a passion project, left unfinished because the creator got tired, stressed, and started doubting themself.

By the final level, everything is unstable. The creator has left one last message: they couldn't finish the game, but maybe you can still do something — even if it's just pushing the final button to make it all crash.

The ending is simple: either the game collapses and you vanish, or stay and try to find peace anyway in this unfinished world.

Game Objective (What Does the Player Need to Achieve)

Your goal is to reach the final room in each level and piece together the creator's story through scattered messages. Along the way, you fight glitchy enemy bugs that never got polished. You must survive each corrupted world and discover why it all fell apart.

Target Audience (Age Group, Player Interests, Etc.)

Ages 13+. Ideal for players who enjoy emotional or narrative-driven games, short experiences, and meta/4th wall-breaking storytelling.

Inspiration (Other Games, Media, or Concepts That Inspired This One)

- **OneShot** – for how the game talks directly to the player and makes you feel like you're helping someone real inside a computer.
- **The Stanley Parable** – for its clever use of narrative and the feeling of being in a game that is aware of you, guiding you (or misleading you) through its empty, unfinished world. The concept of choice and breaking the fourth wall.
- **Inside** – for its atmosphere and storytelling through the environment. The eerie, minimalist world and the unsettling feeling of being trapped in a forgotten space.

Concept and Purpose

Game Overview (Brief Description Of The Game)

"Gone With The Fish" is a 2D escape and battle game between a cat named Poca and Granny May. Players control Poca, an orange and mischievous cat attempting to steal delicious fried fish from Granny May kitchen in broad daylight. Our mission is to make Poca escape from Granny May chase with the fish in his mouth. Poca also has a special skill to throw the cat hairball to distract Granny.

Story And Narrative (Plot, Backstory, And Story Progression)

Poca was a hungry stray cat in the housing estate area. One day, Poca discovers a nice scent coming from Granny May's house. The scent came from an open window with a fried fish on the plate. Poca sneaks and quickly grabs the fish in his mouth.

Soon after Granny May came to check the table, the fish was gone! Granny May isn't just an ordinary grandma. Her favorite grandson loves fried fish, and when she spots the fish missing—along with cat paw prints on the windowsill—she grabs her spatula and gives chase.

As a Poca, you should run away and hide as much as you can. If you get caught, not only your head is gonna be smacked with a spatula, your fish also could fall from your mouth and get stolen from other cats.

Game Objective (What Does The Player Need To Achieve)

In this game, The player must help Poca successfully:

- **Gone with the fish** from Granny May's kitchen
- **Hide in the Garbage** when other's cat trying to steal our fish as well
- **Escape** the granny may chase without getting caught, using skills like hairball attack, quick dashes, and hiding spots.

If a player successfully achieves all of it, Player could win the game. Not only for fun based, This game also has educational value to teach the player. Players could learn **Problem Solving & Thinking** since the game requires strategy. Additionally, the game teaches a key moral lesson: **"Actions Have Consequences."** If Poca succeeds, he enjoys the stolen fish in peace. However, if caught, he must face Granny May's punishment—reinforcing the idea that every choice has outcomes.

Target Audience (Age Group, Player Interests, Etc.)

- **Age Group: 13–25 years old**
- The game was suited for players who enjoy **funny animal game series, escape games and light stealth and strategy** mechanics.
- Casual players and younger audiences will enjoy the **humor and art style**, while older players may appreciate the **stories behind and planning** challenges.

Inspiration (Other Games, Media, Or Concepts That Inspired This One)

Gone with the Fish have ever encountered this game and make it inspired to create a new one :

- **Tom and Jerry** – for slapstick chases and clever evasion.
- **I am a Cat** - Cat Makes a Chaos in the House with Grandma Angry.
- **Untitled Goose Game** – for stealthy mischief in everyday settings.
- **Real-world cat behavior** — Because cats do think like this. I once experienced some stray cats stealing my maid's fried fish in the back door of the kitchen.

FINALIZED IDEA - GAME #2 + 1 [BRAINSTORMING]

2. GAME DESIGN

Game Mechanics (Core Actions, Rules, And Interactions)

- Base Attack Enemies
- Interact with Objects
- Puzzles -> Typing , Drag and Drop , Press Button
- Visual Novel UI
- Death CG, Game over CG, Ending CG (2 Ending)
- End Boss fight

Controls (How The Player Interacts With The Game)

- **WASD** Movement -> A and D (Left Right) , W (Jump) , S (Duck/Crouch)
- **E** to Interact
- **Space** to Attack

Game Setting/ World Building (Environment, Time Period, Visual Style)

- Environment: Abandon version/run down facility of Lobotomy Corporation
- Start would have complete illustration, but the further they go, the environment will look more fragmented.
- Character's goal is to find the Admit Control to edit the game file.

Level Design (Layout, Structure/ Blueprint/ Skeleton Of The Level, Difficulty Progression)

- Level 1 Tutorial: Character wake ups, tutorial on walking left and right and jump. Character get hit by fyling thing and learn to crouch. Then see a Npc, learn to interact, npc doesn't

react to them (base dialogue). They explore more and get attack by monsters and learn to Attack them.

- End of Level 1: Character approach a elevator, puzzle pops out and they need to solve it to make the elevator work. Moving to the next level.
- Level 2: Character arrived, talk to NPC near the elevator, NPC sprite less detail and missing dialogue/ filler. Explore place, some objects are also missing details. Enemies are also missing some details.
- End of Level 2: Character approach a elevator, puzzle pops out and they need to solve it to make the elevator work. Moving to the next level.
- Level 3: Character arrived, talk to NPC near the elevator, NPC missing a lot of detail and dialogue, background is untextures, enemies sprites are all broken.
- End: Character finds the Admit Control, goes in and use control, can choose to Make his own exit to leave the game OR Delete the game since the creator will not finish it.
- Final Boss Battle: Character can't damage the boss enough (cuz it have 999999+hp) and have to find 3 panels around the area and solve their puzzle to defeat the boss.

Game Loop (What The Player Repeatedly Does)

- Attack enemies
- Solving puzzle
- Talking to NPC

3. CHARACTER & ENTITIES

Main Character Design (Protagonist's Abilities, Personality, Role)

Maythem (May)

- The playable protagonist of the game.
- An AI entity that roams freely within the Creator's device.
- Labeled as a "virus" due to his ability to infiltrate and alter game code.
- Emotionally detached on the surface but capable of showing small signs of care.

- **Game Abilities** : Shoots mid-range projectiles to fight off enemies.

Enemy Design (Types Of Enemies, Ai Behaviour, Difficulty)

- **Enemy 1** - Close range attacks. It will roam around the floor, when the player is detected it will charge towards them and attack them. (Medium)
- **Enemy 2 -** Long range attack. It will float around on a horizontal path, when the player is detected it will stay stationary and shoot projectiles at the player. (Easy)
- **Enemy 3A -** Have the look similar to Enemy 1 and does close range attack, but is able to sometimes shoot out projectiles from a far. When the player is detected from a further distance, it will shoot projectiles; but if the player gets closer, it will do a close range attack. (Hard)
- **Enemy 3B -** Have the look similar to Enemy 2 and floats around on a horizontal path. When the player is detected, it will charge towards them, pausing before doing another charge towards the player. (Hard)
- **Final Boss -** Able to do multiple attacks at once, mainly mid ranged and long range attack. It cannot be damaged by the players directly, it can only be damage by activating the generators around the last floor.

NPCs/ Other Characters (Allies, Merchants, Or Story-Driven Characters)

- **CREATOR -** The creator of the forgotten project and the owner of the device. They will only appear at the end of the story but they are mentioned throughout the game by May and the scattered developers notes.

NPCs here are the employees who work in the "Lobotomy Corporation". These employees do not acknowledge the presence of May because he is not originally from the project.

- **Employee 1 (Mao) -** Mao is the first NPC the player can find and interact with on the first floor. She is the leader of the Training Team. She had taken the role of protecting everyone she could whenever the abnormalities broke out. She will mention that someone went insane and broke the abnormalities out.

- **Employee 2 (Silas)** - Silas is the NPC that the player can find and interact with on the second floor. He is the leader of the Extraction team, usually chilling on the upper floors. He appears to be severely injured and complains about more abnormalities gathered on the second floor. He will mention something about "the day will reset again" in his dialogue. (some of his dialogue will be distorted)
- **Employee 3 (No name)** - This employee is saying something but the dialogue is too distorted. May will comment on how everything on the last floor is so distorted.

Audio

Background Music

- **Level 1**:
    - Facility chatter (ambient)
    - Faint machine hums. (ambient)
    - Keycards beeping (ambient)
    - Distant door clunks (ambient)
    - Normal background game music
- **Level 2**:
    - Same as Level 1, but with light glitching, distorted
    - Glitched voices from NPC
- **Level 3**:
    - Music fizzles out
    - Silence, except for player footsteps
- **Boss Fight**:
    - Intense, epic combat music
- **Ending/Dead Music**
    - Dont think we talked enough about this one yet, there are 3 endings and 1 normal death planned, yes?

Sound Effects

- **Player**
    - Footsteps (metal floor) – walk & sprint
    - Attack/shoot
    - Jump
    - Interact (e.g. pressing buttons, opening doors, talk to NPC, settings on the game)

- Hurt
  - Talking – *reference:* [example voice](#)
- **Type 1 – Ground Enemy**
  - Walk/roam (heavy footfalls? Skittering? depends on the art)
  - Charge
  - Hurt
- **Type 2 – Flying Enemy**
  - Flying (buzzing? flapping? depends on the art)
  - Shoot
  - Hurt
- **Type 3A – Glitched Ground Enemy** *(variant of Type 1)*
  - Walk/roam
  - Charge
  - Shoot
  - Hurt (plus glitching sounds)
- **Type 3B – Glitched Flying Enemy** *(variant of Type 2)*
  - Fly
  - Charge
  - Hurt (plus glitching sounds)
- **Final Boss**
  - Multiple shooting styles/sounds (slash? Projectile? Depends on the art)
  - Occasional random scream

Objects

- **Generators (do we want a puzzle or a typing game?)**
  - Correct placement
  - Incorrect placement
  - Snapped into place sound
  - Typing/console interaction sounds
- **Elevator**
  - Descending
  - Ding! (heard before going down)
  - Doors closing / opening
- **Other NPCs**
  - *Reference for voice:* [example voice](#)

Dev Log #1 – Early Struggles

"Started work on this project yesterday. Feeling pretty good about it. The concept is solid. I think I can make something cool here. But... I don't know. Everything feels more complicated than it should. The environment isn't coming together the way I imagined. The mechanics are off."

"I need to clear my head. Maybe I'll come back to it tomorrow."

Dev Log #2 – Growing Doubt

"It's been a few days. I've been working on this project constantly, but it's not what I thought it would be. I keep running into problems. Textures are glitching, models are incomplete. How do I tell a story when nothing feels finished? It's frustrating. I keep thinking, 'If I just push through this, it'll all come together,' but it's not. It's falling apart."

"I might need a break... I don't know."

Dev Log #3 – Burnout Sets In

"It's been weeks now. I can't remember the last time I felt good about this. I've put in so much time, but the progress is so slow. I've tried everything to get back on track, but every time I make one change, ten more problems pop up. I'm exhausted. Mentally. Physically. Emotionally. I can't keep doing this."

"Maybe I'm just not cut out for this."

Need more editing for log 4 and 5

Dev Log #4 – Frustration and Resignation

"I've spent every waking hour trying to fix the mess I've made, but I'm not getting anywhere. It's not even fun anymore. It's just... work. I just don't have the energy to keep doing this."

Dev Log #5 – Final Goodbye

"I don't know how to say this, but I'm done. I can't do it anymore. I thought I could finish this game, but it's too much. I've put so much into this, but I can't bring myself to finish it. I'm done. I'm walking away from this."

"Goodbye."

THE REST OF INFORMATION ARE AVAILABLE IN OUR FINAL GD DOCUMENTS