

Colossus: The Game

Note to Collaborators: Please, do not remove any features or ideas once added.

Goal:

In this game, you are a single person, but the chief of your tribe. One day, some people in your tribe gathering berries discover a strange black rock, never seen before by anyone. The rock seems to call to them in a mysterious, haunting voice, and they, being a simple-minded and superstitious lot, decide to start worshipping it as a god. (That, or they think it'll be a good tourist attraction. I mean, a talking rock, come on!) Your tribe decides to move some people there, then to dig the rock up. (tutorial is how to do this). As you do this, the rock is revealed to be a statue, which is so big that you decide to call it the Colossus. It has a shape vaguely like a human's, but it is so much larger (and made of stone) that you cannot believe that it is related to you..

Something to do with blocks and tiles -- Are the humans able to manipulate the blocks

- World is made up of blocks of different materials
- Humans are able to manipulate blocks (mine, destroy...?)
- Goal is to build a way to get to the Colossus's home
 - Subgoals include figuring out what the Colossus is, how to talk with it, etc.
- Humans must research advancements along a tech tree to be able to help you
 - Talking
 - Differing levels of interaction with the humans

Something to do with mining

Gamer Types, and how the game appeals to them (NOTE: PICK TWO OR THREE, DISCARD THE REST) (See: <http://tvtropes.org/pmwiki/pmwiki.php/Main/PlayerArchetypes>)

- Explorer (cool visuals, theming and story to progress through) - Sure!
- Puzzle-Solver (challenges and resources to manage, stuff to build) - Definately!
- Completionist/OCD Gamer (diggy diggy hole)
- Commander (tech tree stuff, resource allocation)g
- Adventurer (attacking stuff?)
- Competitor(Possibly other tribes/colossi)
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Currently Planned Features:

Blocks/Tiles:

Dirt(M, NGA, Yields Dirt)

Stone(M, NGA, Yields Gravel and Stone, Chance for Artifacts)

Iron Ore(M, NGA, Yields Iron Ore and Stone)

Gold Ore(M, NGA, Yields Gold Ore and Stone)

Silver(M, NGA, Yields Silver Ore and Stone)

Key for Block Abbreviations:

M: This Abbreviation means that the block is minable by the characters.

NOTES:

Alex wants me to make a space “karts” racing game. Alex is silly.