Name Ideas!

<u>Game name Ideas</u>
- Revolving soul
- Revolve as in going in circles (making no progress feeling like something is infinite) but also revolve as in the gun you use to actually make all of the progress
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<u>Gun name ideas</u>
- sisyphus
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What motivates the player?

- Just getting stronger so you can defeat the final boss
- Missions
    - Missions can be good but I learned from somewhere that once a player loses the missions they don't know what to do anymore. They lost interest as they were only focusing on missions.
        - This depends on how you do it though because hades has missions from the fates and I didn't lose interest in getting better. I think it might matter whether the missions directly get you closer to completing your goal or not.
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q

MAKING OUR GAMEPLAY LOOP:

How does the player get permanent upgrades?
- Examples in other games:
    - Hades: you collect darkness throughout your run which allows you to use it as currency in your mirror for upgrades.
    - Dead cells: I think it's similar in that you collect something and then get to use it to unlock upgrades.
- Maybe play with the idea that although someone's body can die a soul cannot die. It cannot disappear therefore it is permanent.

- Maybe each soul on your bullets gives you some currency to use for upgrades. Maybe each soul has a difficulty value from small medium to large which then gives you a certain amount of currency per soul.
    - Maybe certain combinations of souls give you an extra bonus for soul currency. Like having it full of small enemies give you a bonus, Or having it full of a different type of enemy for each thing.

What ends a section of a run?
- Examples in other games:
    - Hades: Not sure if there are a certain amount of levels before you hit the final boss but once you do defeat the boss of the stage you end that section of the run and get to a hub point.
    - Dead cells: You reach that one room with that guy in it who says you did it! You completed the thing. And then you get some upgrades.
- You could have something which calls you back to the hub when certain conditions are met
    - Maybe you get sent back after a certain number of rooms.
    - You get sent back after you complete the mission you are on
    - You get sent back after you complete the secret room code to get there
    - After n + random(x, y) the room appears

What do you see when you end a run?
- The currency you get from the run is totaled up and
- Everything is dark except for a ghost possibly mentor or your soul
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What is our hub and do we have one?
    - So far I'm thinking that the oasis will be the hub.
    - Bunch of people to ?talk to?

What ends a run?
- Winning the game
- Dying
  Making the Tutorial
Learn how to move through directions on screen

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Most needed assets

Health Bar
Stamina bar
Dodge animation

Most needed tasks:
Design a couple levels

LOOK AT VIDEOS FOR LEVEL DESIGN

Assets one might need:
Column
Campfire

Goals
- Get ammo UI in
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1. Mechanic Ideas:
   a. Sound attracts enemies towards you (could be used for horror)
   b. When light is shined on enemies, they turn dormant
   c. More realistic weapons you use the more gritty the world becomes. More magical weapons you use the more cutesy cartoony lighthearted etc the world becomes
      i. Magical weapons message: enjoy life. Although it can suck (especially if your trapped in a horrible dungeon) life isn't just about surviving.
      ii. Realistic weapons message: Life sucks and to survive in it you must not fill your head with fantasy. People who do die.
   d. When narration is needed the person icon could either be blank or be a hood with no person in it
   e. The walls are made of some weird substances
      i. Ooze- If wall is shot bullet gets stuck and can be retrieved
      ii. Purple stuff- if wall is shot bullet bounces off wall
      iii.
   f. Friendly fire is on

    g. Bullets are very scarce but it is possible to change them/upgrade them as time goes on.
        i. These bullets can be retrieved and possibly repaired but if you destroy a bullet too much then you lose a bullet for the rest of the game.
        ii. ==Your bullets can be infused with the souls of the enemies you kill which gives them upgrades and quirks.==
    h. Specific souls can unlock rooms and doors?

Oasis Puzzle Draft 1:

When you enter the dungeon there is a skeleton with a Placard: "Here lies [adventurer's name] who found this terrible place" Over the adventurer's name Is "The idiot who trapped us here" written in blood.
One of the skeleton's hands is pointing right to a room

In the next room one of the doors does not have a torch on it (or maybe one of the torches keeps going out and then going back on)

Finally, when you walk into the room you hear a sound (maybe this sound is humming, people murmuring, a general sound of people) the closer you get to one walkway the louder the sound gets. (add little sound lines when you get close to door for deaf people and people who don't have their sound on).

Once you walk through that final door you find the oasis

Story ideas

    i. Sometimes instead of the death penalty a prisoner can be sent down into the dungeon. Instead of this procedure helping the community by putting trained fighters down into the dungeon, it backfired and a clan was made inside of the dungeon, devoted to stopping anyone from beating the dungeon.

    j. There is a strong old woman living inside of the dungeon. She has found tranquility inside of such a horrible place. She has given up on defeating the dungeon-she thinks it is impossible to do so. She came into the dungeon in her

youth with a group of naive adventurers. She is the only one left. She paints and makes art waiting for death to come.

    i. She lives in a room in the dungeon called the Oasis . Some other people live there with her. They feed off of jerky made from monsters. The mother was a gardener and thinks with the right tools

k. There is an arrogant adventurer who says he is the main character. He believes he will never die. Once facing a dangerous beast the beast traps him and he becomes afraid. If you save him he will begrudgingly apologise for being rude.

    i. If you just walk past the beast without saving him you won't have to fight it but that guy will die.

l. There is a cat with a note attached to it which says that it is a great witch that was cursed.

m. There is a possibly innocent convict who is an ex-member of the cult. He doesn't want to talk. If you look in a bag nearby you see a picture of his kids.

n. There is a mom and her young child. They stumbled in the dungeon by accident not knowing what it was. They wanted shelter from a storm.

o. There was a blacksmith that lived in the oasis but left to find the "perfect material" he hasn't come back but their forge is in the oasis along with their hammer. Maybe after certain events the forge will be repaired

p. Tiny spirits repair things in the dungeon when you aren't looking.

q. There are two final bosses. One looks tough but you get the feeling that if you try you could beat it. The other is the manifestation of the dungeon itself. It is terrifying(hopefully if i can make it correctly).

r. Rock band of bards live in goblin kings hideout. After stumbling into his den they keep their lives by showing that the stuff in the kings stash can be valuable. Their guitars being one of them and that they can play music.

s. Go through doors in the order (Konami Code): up up down down left right left right and then press B and then A on your keyboard and you get transported to a room where you talk with a forgotten god.

Character's main goal is to defeat dungeon.
Player can choose through dialogue why they came down there.

Enemies

Things to remember:
Cannon fodder vs leader/main attacker

Are there penalties for killing an enemy too early like a baby which then angers the rest of your attackers making them faster and deal more damage.

Ranged or close combat

Static Or dynamic

Low HP High Damage
High HP Low Damage Tanks
High HP High Damage Leaders
Low HP Low Damage cannon fodder

2. Bullet Ideas:
- Kill streak divided 2 = amount of uses
- Soul of a persistent musician: If you shoot to the beat you damage is doubled.
- Some bullets are more effective against certain enemies (and vise versa as long as they are also more effective against another)

3. Misc
    a.

4. Questions to be asked
    a. What do we want to learn from this
    b. What is the specific genre?
    c. Is the game's purpose to be fun or to tell or story or teach a moral or to make you think etc.
    d. Who is the target audience
    e. What platform(s) will it be on
    f. How ambitious is it going to be (target time spent)
    g. How ambitious do we want to be?
        i. Do we want to dream big and once we have the base of a game add on as much as we can
        ii. Do we want to get a goal we know we can do and then once we do that we build from there
    h. Are we marketing it or are we just going to put it out there
    i. If we are marketing it, How are we going to (marketing would be good to learn but I would rather spend time learning how to make a game rather than market it)
    j. What is the setting

4. <u>Game inspirations</u>:
- Some great games that do a lot right: Terraria, Hades, Enter the Gungeon, Crawl, Bloons, Grim Dawn

- I absolutely love this game's mechanic for making potions. The ingredients move this potion around in different ways on a map and if you get the potion to a specific location it makes the potion you want.

That thing with the kid and the weird but beautiful bird cat dragon thing
- Its just super pretty

Literally any game from amanita design (machinarium, Somorost, Pilgrims)
- The art beautiful and realistic but its all 2D
- The animation is only done with moving the drawing around separately. Using a program to stretch them, or using flat ish colors to animate things that are more fluid like birds or strings
- Anybody can play most of these games because they don't use text/dialogue and it's appropriate for all ages. (well I mean there IS a gun and a bomb in Machinarium but ehhhhhh and also I think drugs in samorost. I vaguely remember some old dude smoking a pipe. I don't know the guidelines for age)

JAZZPUNK - please look it up it's one of my most favorite games.

5. **<u>Really basic</u> game ideas**:
- Platformer game (somewhat boring, but easy)
    - Could be like Mario, could be a 2D shooter or something like that.
- A small scale RPG top down game might be really cool (although I have no idea how to make an RPG yet)
- Top down tower defense game
- Top down rouglites are pretty cool (shooter or similar)
- Digital card game seems like it would be relatively easy to make
- Trying to get stronger and kill the enemies to save the world while also trying prevent yourself/your ward from destroying it.
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Genre top 3
1. Rogue lite
2. Survival
3. Adventure

Genre:
- Horror
- Stealth
- Platformer
- Rogue lite
- Puzzle

- Sandbox
- Survival
- Digital pet
- Lfe simulation

Idea for figuring out what we are going to do:

Top down town builder where the player has to fight off monsters. (houses come down and smash people)
Expanded arcade game.

Things we would like to have in game or general things we like:
Combat
Story
Progression
NPC's

Genre top 3
4. Rogue lite
5. Survival
6. Adventure

Naming convention

Types of things:

Enemies
NPCs
Player
Weaponry
Tiles

Tile vs Sprite

Naming convention first part

Other: [Test] [name]
                              [tile vs sprite]
   [Wall vs Ground vs Background]   [Enemy vs Item vs NPC vs Player vs Decor vs UI vs Effect]
                              [name]   [name]

Naming convention second part (Does not apply to tests)
Camel casing
Thing, category, descriptor, (opt) second descriptor
Ex:
goblinAttackPunch

playerStateRunHolding

Full ex:
Sprite_Enemy_goblinAttackPunch
Sprite_Player_playerStateIdle
Sprite_Player_playerStateRun
Sprite_Player_playerStateRunArmed

Categories:
Attack, State, child

Attack: [thing]'s attack
State: [thing]'s position
Child: another asset that comes from [thing].

Gun The bullet