

Odin 7 Day Game Jam Design Ideas

A simple pathfinding game where you need to get multiple characters to meet at one spot by placing them in a level (a puzzle type)

example:

there's a 2D grid with walkable tiles and walls, to progress the level and open the exit you need to get certain characters to pathfind towards the buttons (the characters will be dynamically instantiated by manually choosing, and an option to reset will also be there)

there'll also be traps present in the way which may or may not be randomized, so even if you reset you could encounter a trap in the other portion of the level, there could also be multiple exits present in a level out of which one will be a fake, the real exit will only open with the correct solution

The design of levels must be intricate, to make it interesting for the player to find multiple solutions

learnings for this will be,

- Good lighting in case darker environments are present in levels
- Pathfinding accuracies (current dijkstra map implementation for main game works, but its interaction with walls is a bit imprecise)
- unique items to use, to solve puzzles
- illusory walls in place to trick the player into thinking that a wall is present but the object/character can go through it
- illusory traps in place for the same
- Queue based rendering (for z depth) which will use a priority queue based on rendering order required.
- level design skills, about what makes a good level (will be done after the mini editor is done and other systems like character/object workflow (pathfinding and other behaviours) is done)

Frameworks needed:

Raylib (for both graphics and gameplay)

once the project is done, then maybe porting it to vulkan using SDL3 GPU API

as a backup plan:

a hide and seek type game where you have many cameras and a dark map, you need to traverse the area undetected, there are traps present and alarms as well, if you get trapped you'd be warped to a far away spot, if you get caught in a trap it's game over. If the camera catches you, guards will rush to the spot where you got caught, you have a small window to go away, and the guards will go to the spots which lead to the exit, so you need to use alternative path, if guards see you they'll capture and game over

learnings from this will be complex NPC programming