Useful links

https://www.photonengine.com/en/PUN

Ideas

1. Werewolf Stealth Game (Silver) **If we flesh this out more this could be good**

Ten seconds to find and kill your target or conversely you can also try to trap yourself in this period of time to prevent killing.

**7, 8, 11**

2. Orbit Based Strategy Game (Black) **X**

Hot seat gameplay where each player has ten seconds to make a move to escape impending doom of a black hole.

**3, 7, 9**

3. Light Based Puzzle Game (Yellow) X

Enemy is firing laser beams reflect it back to him or act on objects to stop him.

1, 3, 4

Cancel light puzzle on the account that many others are more fun.

# 4. Game Production Game

Producer of a game, get workers to finish to the game, manage the employees stress or they will quit/ have panic attacks.

2, 6, 7

Cancel Game Production Game because others are more fun.

5. **Train Game**[**¶**](https://pineapple.champlain.edu/projects/sp17-edg220-07-p1-t5/wiki/Train_Game#Train-Game)

Modify tracks to keep trains from crashing only have 10 seconds to do it.

1, 4, 8

Cancel train game because others are more fun

# **6. Jousting Journey Tourney**

Intended Experience: This game is supposed to make the player feel as if they are in a jousting

tournament, coming back as the child of the last competitor they played as.

Potential Audience: for tweens and up since the game will be a bit more complex. This will be

for the more experienced gamer because of the aforementioned complexity.

Concept: The player starts off as a low noble with little skill in jousting, horseback riding, or anything

at all really. He and his heirs must joust in the tournament to win fame and fortune, testing the player's

skill when controlling many variables with a single button.

Gameplay: The player starts off with a meter indicating horse stability that fluctuates wildly, and the

player will press a button as close to the center of the meter as possible. The closer to the center the

less violently the angle of the lance will fluctuate as he closes in on the opponent. The player will

advance through increasingly difficult enemies until he beats the final one or loses. His heir will then

compete in the next tournament with better or worse stats depending on the previous performance.

This will continue until the player can defeat the final boss and win the tournament.

8, 9, 10

7. Bob da blob

Already know previously made.

5, 6, 11

8. Multi-mania

Concept - each player gets an amount of time determined by 10 seconds divided by number of players

10 / #p. Objective is going around trying to activate and use traps to kill other players.

1, 4, 8.

Ideas Expanded

Game 1. Werewolf stealth game -

Describes Theme/ plot -

you're the monster

Describes Gameplay -

10 seconds, minimalist

Concept -

You are a werewolf, young impulsive and innocent. One day you become a werewolf and accidentally kill a young boy and are spotted. By some miracle you turn human again, but you can feel the impulse to kill growing ever stronger.

Time period -

Some time from the 1200- 1450 england countryside.

Gameplay -

The sheriff and his deputies are on the lookout for the werewolf, if they see you turn into the werewolf they will stop at nothing until you are dead. If they haven't seen you turn into the werewolf, but do see you as the werewolf you will be able to turn back without being noticed.

Certain thing in the environment will increase the rate at which you will change into a werewolf other things will slow or stop it. The time it takes you to turn into a werewolf is ten seconds without any external modifiers. To return to being human you must kill at least one person. Score will increase for various activities such as time remaining human, people killed etc, remaining human will yield the largest point gain however.

Game 2. Orbital Doom -

Describes Theme/ plot -

Light and darkness

Describes Gameplay -

minimalist , you only get 1

Concept - you and your three other compatriots are exploring the greater unknown when you all discover a black hole and now endeavor to escape with the valuable data gained from the exploration, eliminating the others in the process to take sole credit of find.

Time period -

2XXX

Gameplay -

Every 10 seconds the black hole expands and each player can take actions during that time such as getting farther away, hindering or attacking allies etcetera, the game will continue until the first person reaches the end or all others are swallowed by the black hole.

Game 3. Jousting Journey Tourney -

Describes Theme/ plot -

none

Describes Gameplay -

10 seconds, you only get one, entire game on one screen

Concept -

You are an aspiring knight in the renaissance endeavoring to claim the princess’s hand… to bad you will most likely never claim it.

Time period -

14th-16th century knight of england

Gameplay -

You start as a minor noble of court, and each jousting tourney you participate in, starting with bad gear and equipment being new to your position. Each jousting round only lasts 10 seconds, each round segmented into different actions. Outside of each round you can get better gear. After you lose your heir will take up the next tourney for the next princess. Your best gear will be kept in one category, the second best in the second category of your choice, and the third in the third category. Rinse and repeat until victory.

Game 4 Multi Mania -

Describes Theme/ plot -

nothing

Describes Gameplay -

Indirect interaction, Chain Reaction, 10 seconds

Concept -

You are 4 heisters that have successfully robbed a bank, and have escaped to your hideout, however you have all set up traps, and weapons used to maim and kill each other so that you alone can have all the loot.

Time period -

Present day

Gameplay -

Each player has a total of 10/ # of player seconds to act whether it be moving, shooting or activating traps however, only traps still move while you are done your turn you and the bullets, flames, grenades ETC. you have used will freeze with you, kill all other heisters!