Game Ideas

* Top Down Shooter
  + Come up with fun enemy patterns
  + Multiple weapons/ships
    - Swappable Parts
  + Powerups
* Dungeon Crawler
  + Stealth
  + Torch Burns Out -- You Lose
* Platformer/Puzzle
  + Crystal Based Robot Puzzles
  + Robot throws things back at you

Roles - TBD

* Logan - Programming
* Joey - Programming, Level Design
* Deandra - Art Assets
* Anusha - Art Concepts, Art Assets
* Ayselah - Programming/3D modeling

Themes

* Space
* Jungle
* City
* Desert
* Cave

Case Studies

* Battlefield 2
* Halo Reach

Name Ideas:

* Shooting Star
* Pop Nebula
* Timtron: Enemy Character
* Calypso
* Cassandra

Ship Ideas

* Pleiades
* Dionysus
  + The Grape
* Poseidon
  + Little Mermaid

Level Transitions

* Grab a power source from the robots to power ship to next level
* Choose to take a random upgrade at the end of each level

Mechanic Ideas

* Space Combat
  + Following Mouse
* Bullet Hell Boss Fights
* View from behind the ship or in cockpit
* Shielding System

Idea: Space Astronaut Stuck in a Faraway Dimension

Introductory Sequence

* Splash Screen: [Insert Title Here]
* Initial Text Blurb: Explaining the situation you are in, character you are and objective of game
* You are an astronaut who was sent on a space mission but you got lost/ shipwrecked, and stuck in a dimension far from where you originally hail.
* Explanation: There is a guard blocking your escape from each dimension
* You need to move through 5 dimensions to get back to yours and return home
* Each confrontation/ battle with the guarding ship gets more tricky (maybe different behaviours/ movements for the guard ship on each level)

Gameplay

* Level 1: obstacle course where you must solve a puzzle or hop over objects to get to the end of the vortex
* Level 2: throwing crystals that explode at a robot. The robot is standing outside of the space vortex that will lead you out of the dimension
* Level 3: a newer, bigger enemy: a spaceship that is shooting; where you must dodge the shots to your ship and fire back
* First person POV concept
* The user sees 2 hands controlling a spaceship joystick (?)
* Background: a galaxy environment. With a black hole/ spiral esque shape that represents the vortex.