Game Ideas

**1. Endless Runner**

**-**1st person game

-Parkour mechanics

-Jump over obstacles, avoid traps.

-Fast gameplay, timer that results in game over when it ends.

(could be on a procedurally generated path, or a map)

Ideas:

-Wall jumping

-Grappling?

-HighScore

-Sprinting

-camera effects when speeding?

-spikes

-rotating blades

-crushing blocks

-shooting enemies

-Visible 1st person player hands

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| Strengths | Weaknesses (Difficulties) |
| -Can easily add controller gameplay  -Traps easy to implement  -Basic 1st person controller already implemented  -Already have experience with random tile generation.  -Can borrow camera effects code  -Overall should not be very difficult to implement | -Wall jumping, grappling could be hard to implement  -Models needed: Player hands? Walls, floors, spikes, blades, (other traps), enemies?  -Maybe not very fun |

**2. Wave Shooter**

-1st person shooter

-shooting waves of enemies.

-one map is needed.

Ideas:

-Multiple weapon types

-Upgrades(Health, speed, reload speed, firing speed, damage)

-Difficulties

-Enemy Types

-Levels?

-Pickups (bullets, health, etc)

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| Strengths | Weaknesses (Difficulties) |
| -Controller might make more sense (easier since the gameplay is not as fast as parkour game)  -Only one map needed  -Probably more fun  -Can have a base gameplay which can be expanded upon based on time and resources.  -More ideas | -More work on making the map  -Many more models needed  -Probably much more difficult to program, especially all the advanced features.  -Maybe not a presentation-friendly theme. |