

Iain Dowling

Game jam 1: One button game

Name: Hesitation

Main Idea: A 2D western themed game where the player must wait before they can shoot their opponent.

- A 2 player game
- Each player can only use one button
- A player loses if they shoot before the right time
- The player who shoots the other first after the timer wins
- Multiple playable characters

Game jam 2: RTS

Name: Call of Tugs (Scout Wars)

Main Idea: A Tug of war inspired RTS where one player fights for control of a hostage against an AI controlled player.

- Single player game
- World War 2 themed
- Multiple units to buy
- Player who brings the hostage back to their base wins

Game jam 3: Single mechanic

Name: Grapple

Main Idea: Use a grappling hook to navigate around a city to activate all the checkpoints as quickly as possible.

- Don't touch the ground
- 3D game
- Single player
- Clean futuristic theme

Major Group project

Name: Strain

Main Idea: A top down twin stick shooter that simulates a zombie apocalypse in real-time around the player.

- Evolving zombies
- Naturally occurring difficulty curve
- Survive as long as possible
- Single player
- Set in a city
- Recruit survivors to help
- Modify your own DNA using zombie strains to empower yourself
- Radio that keeps the player updated on the current situation across the city
- Multiple weapon types
- Random loot spawns
- Different every time you play