

Idea #1 – Puzzle Platformer where you can draw the foreground/background

The idea behind this game is that you control a black figure who is navigating through a room with black platforms and a white background trying to reach some sort of MacGuffin, a star in this case, that is located somewhere that is impossible for the character to walk to initially (Figure 1.1). The player can move the figure left or right, but they cannot make it jump. To help the figure get to its goal, the player has the ability to create lines using a cursor that they control using either a mouse or the right analog stick of a game controller, depending on what the player uses to play the game. To make a line, the cursor must be moved to any point of the edge of one of the platforms; a black bump is shown on the platform when a line can be created from where the cursor is positioned at (Figure 1.2). The player must then click and drag their cursor to the edge of another platform and then release the cursor to draw a line (Figure 1.3). The line doesn't do anything and the figure can pass through it while moving until the player creates another line (Figure 1.4 and Figure 1.5), in which case the area in between both lines becomes filled with black, signifying that the lines have now become a part of the foreground. The figure is now able to walk on this new platform that the player has created and reach the star (Figure 1.6).

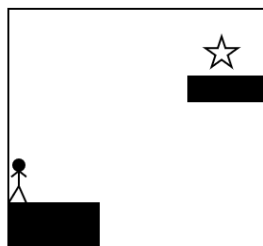


Fig 1.1

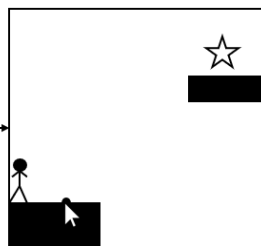


Fig 1.2

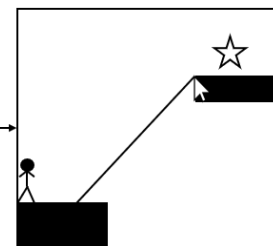


Fig 1.3

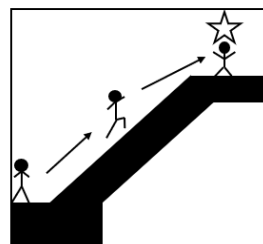


Fig 1.6

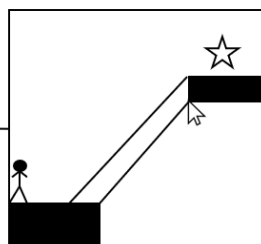


Fig 1.5

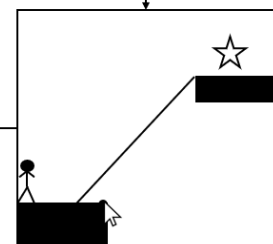
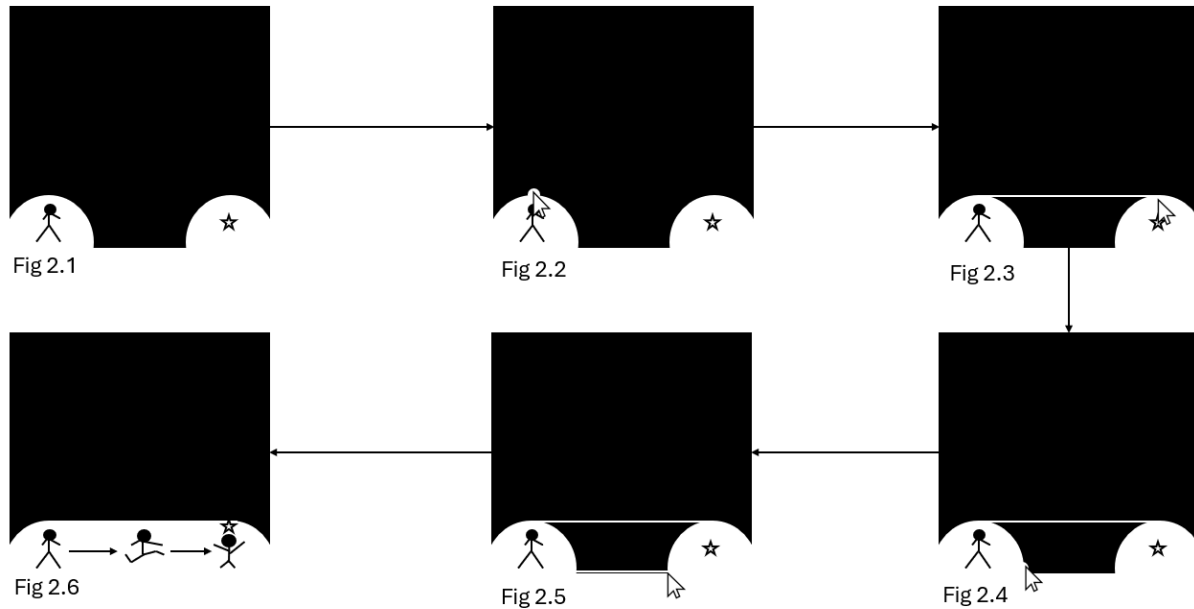


Fig 1.4

To add complexity to this idea, I made it so that you could also do the opposite, create lines so that you can erase from platforms to make more background. In this figure below, you

have the figure and the star in their own circles of white background surrounded by black foreground, blocking the figure from walking to the star. By drawing two white lines connecting the two circles, the player can erase part of the foreground and create a walkway for the figure to get to the star.



Other features I've considered for this idea:

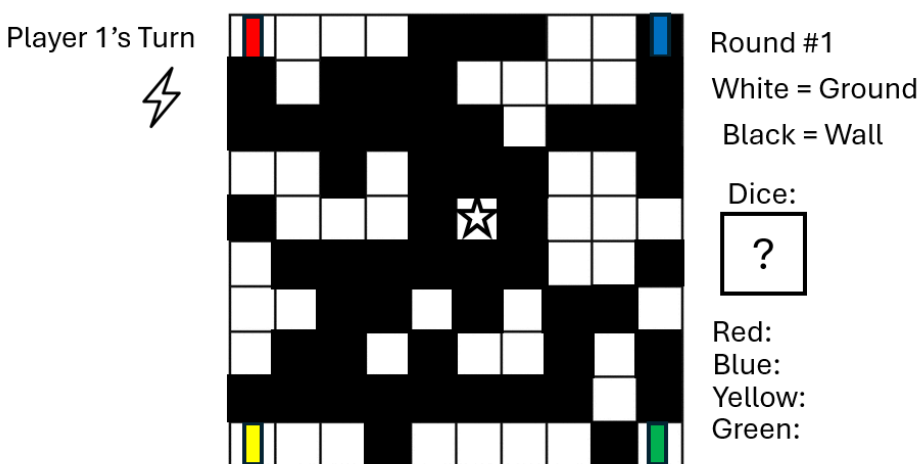
- Checkered platforms that can't be removed and which lines can't be generated from.
- A white figure showing up alongside the black figure in some levels that:
 - the player controls simultaneously with the black figure
 - that treats black parts of the room as the background and white parts of the room as the foreground
 - has their own star that they must navigate to so the player can progress to the next level.

The game can be considered “won” when the player manages to pass through all the available rooms in the game.

Game Idea #2 – Virtual Board Game where the role of the tiles inverts every few rounds

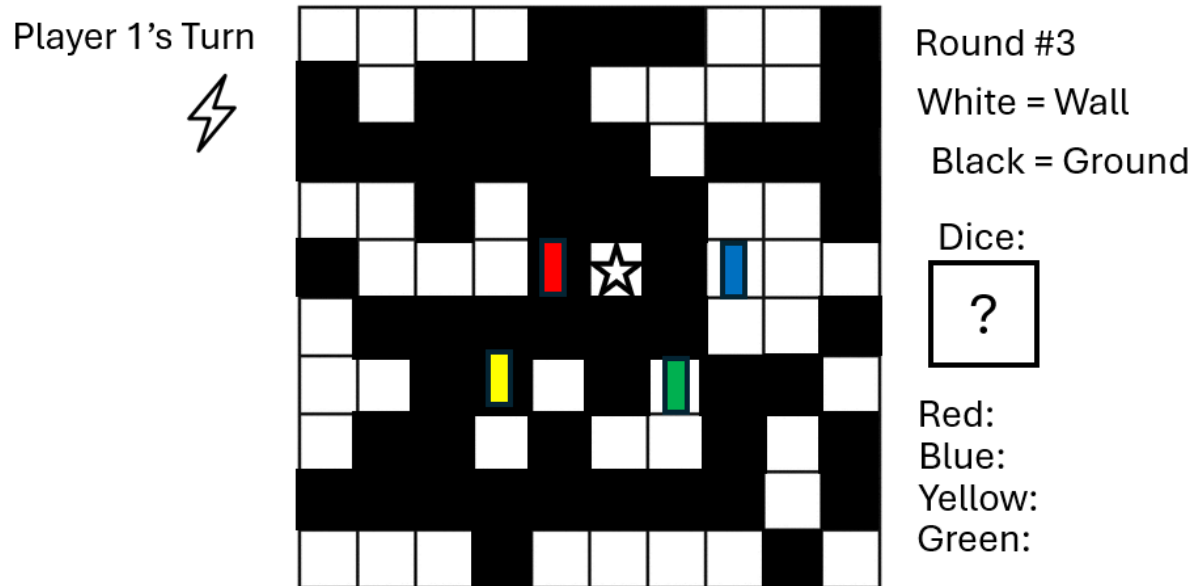
The idea behind this game is that 2-4 players control their own figure on a board of black and white tiles that is randomly generated by the game for every match. To move around the board, each player must roll a virtual dice that offers the numbers 1 through 6 when it's their turn and move the same number of spaces as the number they were given. At the start of the game, the white tiles serve as ground tiles and black tiles serve as wall tiles. If a player is standing on a ground tile, then they can walk over to other ground tiles but can't move to any wall tiles. If a player is standing on a wall tile, they can walk to other wall tiles as well as any nearby ground tiles, though doing so means you can't walk to a wall tile. For every 3 rounds played, or every time all players have taken their turns, the role of the tiles is swapped between each other (ex: In the third round of the game, the white tiles become walls and the black tiles become ground and then in the sixth round, they go back to normal), forcing players to rethink how they see the board. The players are competing to get to a star placed randomly on the board by the game. When a player gets to the star, they acquire it, and then another star shows up on the board that players must head to and acquire. The game ends when a player acquires 3 stars, becoming the winner of the game. To prevent a scenario in which a player is stuck behind wall tiles and waiting for the tiles to change, if a player rolls a 6 and they're on a ground tile, they have the option to instead walk to a nearby wall tile at the expense of not being able to walk any further in their turn. Additionally, every player gets one chance to convert the tile they're on and the tiles near where they're standing into the opposite color.

Here is a mock-up of what this game could look like at the start of gameplay:



On the left side of the screen, there is text saying who's turn it is currently (Red is Player 1, Blue is Player 2, Yellow is Player 3, and Green is Player 4) and a lightning bolt symbol that appears only when the current player has the ability to convert tiles. On the right side of the screen, there is text saying which round this currently is, what the roles of the black and white tiles are right now, the virtual dice, and a tally of the number of stars each player has earned.

Here is what this game could look like later into gameplay:



To acquire the star, player 1 can either hope to get a 6 and be able to walk to the wall tile with the star or use up their ability and convert the wall tile into a ground tile.

Here is what converting looks like:

