

Inspiration for the brainstorm process



Brainstorm in groups



These are ideas we came up with in a group

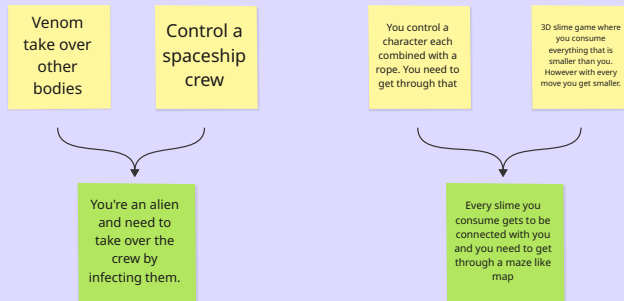
Brainstorm alone



These are ideas I came up with alone using the inspiration

Combining

Brainstorm 1.5



Here I want to combine some mediocre ideas together to get something interesting

Good

Here I selected the good ideas out of the previously brainstormed ideas. After that I asked another friend of mine which ideas he would get rid of additionally

Bad

Cooking competition game where you need to sabotage the other team.

Neighbor war. They need to prank each other

You play two characters where you need to destroy the school.

Soap Kart Racing Game. One joystick controls the first person the other the second.

You have to keep two people away from each other before they fuse into godzilla

You play as an prison guard that gets his friend out of prison.

Bike game but whenever you touch each other you explode

Game where you have to defeat big mechs together. with two cars and a rope inbetween.

Jump n run where you control you and an living ballon

Venom take over other bodies

Climbing an mountain with two people that secure each other.

You're in car with broken mirrors and need to park with another guy

Play tennis against yourself

Every slime you consume gets to be connected with you and you need to get through a maze like map

You can summon a guardian to help you survive against vampires idk.

Two players at the same time. A game that requiers coordination.

Control dogs that guide sheep

One guy needs to drop down stuff from a spaceship the other one has to catch them on the planet.

Beat em up where you switch places between two character. A tank and damage dealer

3D slime game where you consume everything that is smaller than you. However with every move you get smaller.

You control a character each combined with a rope. You need to get through a maze

Time game where you switch between characters one from the future and one from the past to start a coup

Racing game where you gonna control the other cars so they crash into each other

You control a hive

Control a spaceship crew

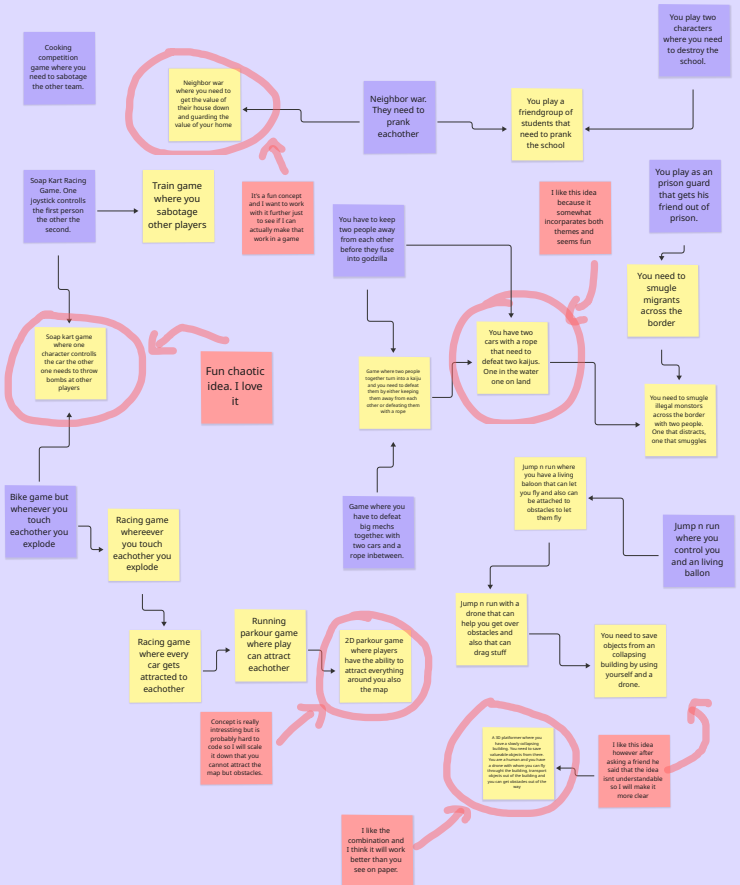
Ideas selected out by other student:

a stealth game where one character is wanted

You're an alien and need to take over the crew by infecting them.

You're three racoons in one trenchcoat. Trying to smugle stuff out of the a casino

Here I iterate on the ideas by combining, adding, ore removing elements. After that I asked for feedback if the ideas are worth working out



Here I worked out the ideas to see the vision better. Then I will decide on the best 3 to start prototyping

Neighbour war where you need to get the value of their house down and guarding the value of your home

You have two cars with a rope that need to defeat two kajius. One in the water one on land

Soap kart game where one character controls the car the other one needs to throw bombs at other players

2D parkour game where players have the ability to attract everything around you also the map

A 2D parkour game where players have the ability to attract everything around you also the map

Genre




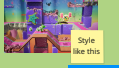





Goal

The CCC

Mechanics

Art Style

Feedback

Genre		Goal		The CCC			Mechanics				Art Style	
				Camera	Controller	Character						
Action	Arcade	You're house value has to be higher than that of the neighbors before the property appraiser comes		Camera first person	Controller: You can interact with your own weapons and the workbench to craft stuff like that	Character: You're playing as the father of a family of 5	Interacting You can interact with your own weapons and the workbench to craft stuff like that		Interactable things Waterpipes Car ...		 The style is like this game	
							Homeless people: If you give them enough money they can significantly lower the price of the building					
Action	Racing	You need to defeat the two kajius		Camera: First person 3d	Controller: You can interact with your own weapons and the workbench to craft stuff like that	Character: The characters are two cars	Driving You need to drive each car separately		Health Both cars have health. If one of them has no health it can't be controlled anymore the other will win		 The value of the car is like this	
							Drifting You can drift to get the corner's better		Healing Both cars have health. If one of them has no health it can't be controlled anymore the other will win		 The kajius like this	
Racing	Adventure	Finish first		Camera: First person 3d	Controller: You can interact with your own weapons and the workbench to craft stuff like that	Character: The characters are two cars	Driving The kart drives by itself.		Throwing bombs You can throw bombs to get the corner's better		 Style like this	
							Drifting You can drift to get the corner's better		Healing Both cars have health. If one of them has no health it can't be controlled anymore the other will win		 View like this	
Platformer		Get to the goal as fast as possible		2d Sideview	Controller: You can interact with your own weapons and the workbench to craft stuff like that	A human with a chessman abilities	Jumping		Long punch Punching while sprinting		 The jumping is like this	
							Sprinting		Long jump jumping while sprinting		 The jumping is like this	
Platformer		Get all objects out of the building		static third person 3d camera	Controller: You can interact with your own weapons and the workbench to craft stuff like that	A human with a chessman abilities	Jumping		Return drone Get drone back to base to		 The jumping is like this	
							Sprinting		Attach object to drone If the drone is close enough you can attach an object to it		 Style is like that	

First Feedback

I got feedback from two friends which ideas they find are the best

1st Neighbour war where you need to get the value of their house down and guarding the value of your home

2nd Soap kart game where one character controls the car the other one needs to throw bombs at other players

3rd 2D parkour game where players have the ability to attract everything around you also the map

Second Feedback

1st You have two cars with a rope that need to defeat two kajius. One in the water one on land

2nd 2D parkour game where players have the ability to attract everything around you also the map

3rd Soap kart game where one character controls the car the other one needs to throw bombs at other players

Why? Because the idea of controlling 2 cars at the same time and tripping kajius with them is a innovative I think

Why? Because I like speedruns and with those mechanics you might be able to reach the goal pretty fast and in a really cool way

Why? Because there's a drone and I think drones are sick. Well, actually it's more because I seems to be a casual party game, at least from what I've understood

From the feedback I selected the three ideas

You have two cars with a rope that need to defeat two kajius. One in the water one on land

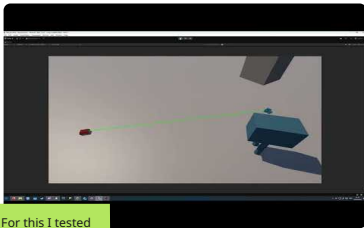
2D parkour game where players have the ability to attract everything around you also the map

Soap kart game where one character controls the car the other one needs to throw bombs at other players

I took this idea because I like both the previous feedback it's something original and the gamescope is not too big

I took that because both feedbacks chose that game, and I also like parkour games that are fast

I chose that before the neighbor game because I think this has a better scope and the idea seems like simple fun



For this I tested the two cars controlling with the controller and the rough rope mechanic

Controls:
Each car on one side
Joystick movement
RB/LB Backwards/
Breaking
RT/LT Acceleration

My Feedback

For this Proof of concept I noticed certain aspects

The movement is great it just needs a better camera

The direction of the cars needs to be clear

One thing I noticed the rope needs a bit more work so its more fun to defeat the monstors

Can be done by not instantly defeating the monstors. Maybe also make it harder to reach them.

I need to use the rope elsewhere

Feedback from others

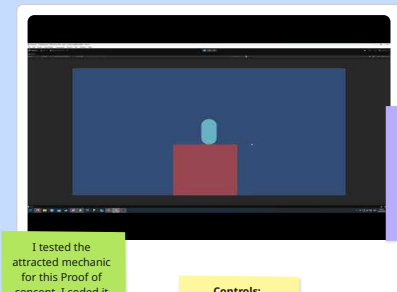
Camera should be less top down

Controlls are good

Cars should be slower

More monstors

They should have multiple attacks



I tested the attracted mechanic for this Proof of concept. I coded it both ways getting attracted to objects and attract objects

Controls:
(I used the keyboard inputs for the sake of time)
WASD Moving
Space Jump
F start attracting

My Feedback

For this Proof of concept I already saw some things

While testing I already saw new ways to use the mechanic

You can attract things towards you and then jump from it

You can also repel objects from you

I haven't noticed anything bad. The only thing I would change is that you can aim where you attract objects

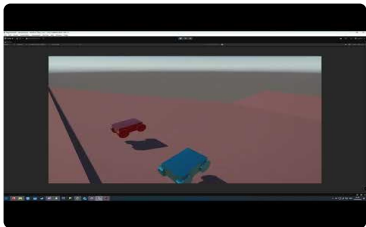
Also the camera is too close

Feedback from others

Continious attraction

Getting attracted towards an object nedds to be cleaner

Works good though



For this I tested the bomb mechanic. I just let the two cars downhill

Controls:
(I used the keyboard inputs for the sake of time)
AD Steering
F throw bombs

My Feedback

I saw already some issues here

I noticed that the game is not intressting enough

I could make the bomb way better but i think after you bombed somebody it's hard to return

Feedback from others

Works better with more cars

I like that it's not round based

obstacles

More Knockback

You should also get damaged by your own bombs

**I like this
but it isn't
as refined**

the two
player
movement
works great

The idea just is
cool but the
rope mechanic
is not interesting
enough

With a bit
more work
and it would
be better

**I like
this**

I see the
potential

The
mechanics
work well

The concept is
not that original
but you can make
alot with it so it is
different than
other games

**This
doesn't
work**

Needs
more
depth

I think the
game will
have some
balancing
problems

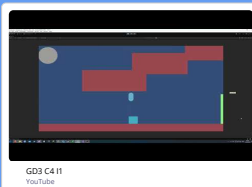
Prototype

Feedback

Evaluation

Brainstorm

First Iteration



What was Added?

In this first iteration, I added more obstacles to increase the challenge. New elements include a repelling force, a box that shoots bullets, and a black hole to encourage faster-paced gameplay. I also introduced breakable walls that can be destroyed by the bullets.

Where did I ask for feedback:

For this playtest I asked one person:

- First I asked a friend of mine in DAE he studies GD first year.

Shits hard

The attention of the grey blocks is too high

I don't know how to destroy the brown blocks

Maybe a grappling hook for the grey ones. Because then you know what you get attracted to

The blue block is hard to get up

What works:

The general concept seems very well received. The mechanics were really intrigued by the concept.

The first good mechanic are well liked. And also the blackhole. It's a good way to give the player a need to play fast.

What doesn't work:

The only things that didn't work were related to the core mechanic: it's mainly about attracting yourself.

The attracting yourself is too strong so that the player can't attract other things to himself before he gets attracted. So it's hard to get the blue box up to shot the breakable walls. I need to rethink how that works

Let's Think:

Maybe a grappling hook for the grey ones. Because then you know what you get attracted to

Add a grappling hook

Maybe you can repel yourself from the ground to get up

Maybe make it so that you can attract what you wanna attract

I don't know how to destroy the brown blocks

Give them a blue breakable texture

Second Iteration



What was Added?

In this iteration, I limited the magnetic field to a specific range, making its effect more controlled. I also added the ability to jump by pressing the up button. Additionally, I applied a breakable texture to the blue pillars to visually indicate their destructibility.

Where did I ask for feedback:

For this playtest I asked one person:

- First I asked a friend from IGP to play. He also gave me feedback on my concepts

Player don't know to get the box with them

They die too fast in the beginning

It's not clear that you get attracted by the grey things

Black hole is too fast

What works:

The concept has been well received, and the recent changes have significantly improved the overall experience. The game also feels a bit clearer and more intuitive now.

What doesn't work:

In my opinion, the black hole should only be triggered after the player has completed the initial obstacles. Additionally, certain mechanics aren't as clear as they should be. The player doesn't understand what the blue box does, they aren't sure what the green box can be reused, and the function of the grey objects is unclear.

Let's Think:

Player don't know to get the box with them

make an arrow

make it easier to go back

It's not clear that you get attracted by the grey things

Change color to green

make a field to show they can attract

Third Iteration



What was Added?

In this third iteration, I changed the color of the static spheres for better visual clarity. I also added a trigger box for the black hole giving the player enough time at the start. Additionally, I placed another breakable wall right after the blue box to help players understand its purpose.

Where did I ask for feedback:

For this playtest I asked one person:

- it is another guy from IGP

Sticking to the wall should be gone

It's still not clear what the green spheres do

Remove the min distance

Close a gap between the big green box and ceiling

Hard to use the spheres

Make the path more obvious

What works:

The game worked way better the player had a better understanding what to do. They liked the concept

What doesn't work:

There are a few areas that need some fine-tuning. For example, the mechanic of sticking to the wall while in the air is problematic - the player really disliked it and felt it was more of a glitch than a feature. The spheres are still unclear, so I'll need to come up with a different approach for them. Also, the laser section isn't very clear in terms of direction, and the player isn't sure where to go next.

Let's Think:

It's still not clear what the green spheres do

Make it so that there is a moving sphere around it

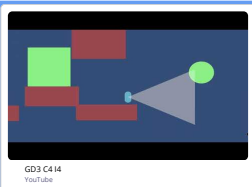
Hard to use the spheres

Make the mechanic more obvious by placing only one at the beginning

Make the path more obvious

Arrange the spheres better so you can see follow them

Fourth Iteration



What was Added?

In this fourth iteration, I added a mechanic that allows you to attract objects while preventing infinite jumping using them. I also added a sphere that gradually shrinks to indicate when you can attract yourself to the objects, and I rearranged the spheres for better organization.

Where did I ask for feedback:

For this playtest I asked one person:

- The first person is someone from IGP that isn't really used to controller.

Bullets should be destroy everytime

Add a goal

Jumping is easily triggered

Things that are close can't be repelled

Game is clear from the beginning

Good game I like it

What works:

The player was very pleased with the experience. It was challenging, but not frustrating - exactly what I was aiming for. Although he had some difficulties with certain aspects at the beginning, he learned from his mistakes. Overall, both the player and another person who watched the game had a lot of fun.

What doesn't work:

During this playtest, I noticed some general bugs, but none were particularly serious. Overall, most things worked as intended, with fewer issues compared to earlier versions.

Let's Think:

Add a goal

A finish line with a the time

A portal

A golden stage

A golden stage where you have to build a tower to reach the next level

I made better
progress with
the
brainstorm

I did a good
job of using
feedback
everywhere

I think four
iterations are good
because after four
there is not as
much to iterate on
anymore

Maybe asked a
previous playtester
again for the
iterative process to
see if his opinion
changed

I think I can
make the
work out
ideas thing
shorter