**Concept 1**

Level 2

Car level

All of them drive

Find hideout

Level 3

Get inside hide out

Its been ambushed

Eliminate all enemies

Level 4

Try and turn on the lights

Realise ambush broke them

Got to warehouse

Find lights

Lights in vent

Level 5

Put lights on

Realise basement is open

Boss of enemy is in basement

Boss weakness is on back

Find a way to get to his back

**Concept 2**

Level 1

Basic tutorial of mechanics

Base in a shopping centre

Find a way to get out after you got stuck in at closing time

Manage to escape shopping center

Level 2

Find a way home

Level has two paths you can take that take you to different parts 1. The completed level 2. A dead end where an ambush is waiting to kill you

Level 3

Find the keys to the home

Get in the house

Discover house is empty your parents aren’t there

Find your parents

See that the basement light is on with the door creaked open

Level 4

Go inside the basement discover two tied up parents in distress wanting help

Find a knife or weapon to cut them free

Manage to cut them free

Level 5

The boss shows up

Defeat him but letting him tire out his attacks and then striking him.

You win the game after you defeat the boss.

**Concept 3**

Level 1

Based in times in history

You start in the stone age as a caveman you have to come up against different things like ancient extinct mammals or fellow cavemen.

You go into a pitch black cave

Level 2

You exit the pitch black cave and are introduced to the roman era

Your aim is to get to the end of the map where you go into a dark part of the colosseum

Level 3

You exit the colosseum and are introduced to the Victorian times

Your task is to find out who is killing everyone (jack the crippler) could be a crippled guy for a comedy effect also.

Find the person responsible for such atrocities

Take him to the jail and it goes dark

Level 4

It comes to light and you notice that the era is now ww2 time of the nazi with loads of nazi propaganda on the wall

It’s your job to take out Hitler by gaining access to different areas of the map using the three characters.

You manage to take him out to a white flash bang

Level 5

once the white flash bang goes off you are now in modern era and your task is to take out an evil dictator that is commanding death.

Game complete.

Clothes change on each time period as do the weapons this requires a lot of animations and art work.

**Concept 4**

The life concept

Level 1

You start off inside a womans womb

Your task to escape the womb (Yes I know weird but I mean it’s how life works and its based on life)

Level 2

You are in nursery and it’s your job to do little tasks like collect letters to spell out a word, you have to use the different characters to get to the certain areas the letters are created, you have to then find different things to get to the next stage.

Level 3

After nursery you are now in teenage years, your task is to get the school bullies by exposing them after bullying you by finding pictures they want no one to see that are hidden in their lockers, bags and in secret vented areas.

Level 4

In adult hood you have a family and have to find a job you like as that is what is important having a job that you love doing so as we are wanting to be developers I would say our character would be a developer and is looking to become a dev so by finding 5 different things that make a good dev you can progress to stage 5 which would be finding art, programming, script writing, creativity and animation

Level 5

You are an elderly man trying to find the last joyness out of life by finding old items that you used to have that would chlorate to level 4,3 and 2 so adulthood would be a game you made, teenage years would be your favourite football, nursery would be some toy you loved

**Concept 5**

You are in a top down look like the binding of issac and the levels are different (room generator tutorials all over youtube)

You can change from baby, teen and adult whenever instantly to kill certain enemies and get different things

You don’t have to have a script and you can just do the levels generated and making the game more about puzzle solving.

\*any input would be great even if you like an idea but dont like a certain part just mention it\*

**The character design**

I do not know what gender to make the character so any input here would help ? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Do you think the art direction is better in 8-bit or 32-bit ? \_\_\_\_\_\_\_\_\_\_\_\_\_\_

Should we make animations for the enemies ? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I was thinking of making the hair dirty blonde or brown (maybe even a ginger) ?\_\_\_\_\_\_\_\_\_\_\_\_\_

Should we have a clothes customisation feature ? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Logo**

I have done multiple sketches on the notepad and I think the type of play symbol going both ways could be good.

Also 3 stick figures that are small to big giving an impression of growth.

Any ideas would be good though….

**Music**

I think the music really depends on the direction of the game. If it’s level based I think the music and sound effects become more self written for itself rather than having to think more about it.

I feel getting the music right can really change the feel of a game no matter how bad it is music is a huge thing I mean I HATE fifa but love the soundtrack maybe even tony hawks always been shit just the tracks were so stellar we didn’t realise it.

I think having a fun cartoonish sfx will add humour to the game unless we are going for a more rugged serious game rather than a vibrant game.

UI

I think the menu ui should be like a windows 10 template to give it a more modern theme. I think if we do more work in the house well have time to pull this off.

I also think that the drop down bar could be cool too so if you hoover the child you’ll get the option to play the game or if you hoover over the teen you’ll get the options.

I feel having a clustered ui would be too messy so to have maybe a hit point when you hit and enemy would be ideal

I think showing the directions where to go subtly would be ideal to not cover the screen with arrows etc.

Any ideas you have please let me know though.