Second Concept Pitches

I Don't Know Game development Training vs. Moral Stages of development Riddles against intuition Prototype, advanced art style, ... Scenarios you solved unintuitively Intentional flaws/bugs Condition player to do unintuitive part Confront them with moral choices See if player is still trying to help or stick to conditioned part Form player into obedient monster if possible One Level, Multiple Game Not sure what to do with a twist Start in the same level, each time controls and game are completely different 1. Reposition stuff, 2. Racing game scheme Find out what to do Goals and controls change within the same level

Project Gotcha
First-person, competitive multiplayer
Catch some else
64 rooms
Catch other players before catch you
Rotate rooms to get to next rooms
Maze with no map, no HUD
Battle Royal but non-violent, 2 vs. 2
Al also changes rooms based on a timer
Rooms get destroyed after time making play space smaller
Other player shouldn't see you until you're nearby to make the catch

Frankenstein's Pet Create creature from parts, then acts based on notes Iterations on Multiplayer dynamic added: Player creates pet to go in fight with the player who came before you existing ideas If you win, your creature becomes the new champion Too compléx could become inefficient again Polymorphic Tower Building Build tower of Babel, as high as possible Multiplayer: Several people work on different work stations At certain point in time, assembly person has to send out requests Revisiting a Memory Language distortion for requests House (important event in life) People might manufacture the wrong stuff Tower has stability value based on the right parts being used

Not sure how distortion plays out exactly, should provide room to do better dnwergences between gameplay Visit places in memory Game uses telemetry Areas you often go to will stay consistent Rest keeps changing Mimics decaying memory

Metamorphosis of Trust
Player starts game with questionaire
Matched with another player online
Build custom game for them
What kind of music? What kind of challenge?
Either nice or bad
Wait a bit, get an email, custom game is ready to be played
Social experiment
Person you're assigned to is not real and picks most annoying aspect
Do player get meaner to the other one?
Pretend other person is mean, how do they react?

And The Tower duh

Last Words
Message that you only have one chance, in a very difficult game.
Player WILL die. You get to write a message at moments of death.
During Gameplay a message may get marked as useful
Useful messages' player's will get to respawn

Project W.A.O.

system tracks player's play style
game then takes measures to make their playstyle no longer viable

Same Old change
connect game genre to player's system time (real time)
Protagonist goes through cycles of activities.
Gamemodes seamlessly morph into each other through short sequences