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Technical Assault

Technical Assault is a game in which the protagonist hunts down a virulent computer hacker with anything – or anyone – at his disposal. The game should run like any modern RPG but also have a computer-interface mode where the protagonist performs most of his hacking. This should look and feel like reasonable computer code, but also not appear too daunting. The difficulty should be in the range of ChoiceScript and JavaScript in complexity, while not compromising in realness as other games have.

Similar games include Hacker Evolution and Uplink.

Apples and Oranges

Apples and Oranges – ANO for short – is basically a game about Autism and its application and effect on life. While the game will pass through several styles during development, an immersive, 3D environment is the current final style. The game takes place in high school, which is well-known for being a social “incubator.” This game is set apart due to its primary focus on Autism, whereas other games have Autism as a secondary subject.

Similar games include Analogue: A Hate Story and To The Moon

Kobayashi Maru

Kobayashi Maru is by no means a new idea, but attempts to take a new look at the “Zero Sum Scenario.” While other games focus on trying to retell the test in a similar way to the Star Trek Series, Kobayashi Maru will take more risk in trying to use the test to communicate a new, more complex meaning. Another major difference is that Trekkies who are not excited by the risk will form a more aggressive mob than other Star Trek games have experienced, mostly because all messed up was the execution. Kobayashi Maru has and will go through development phases. While it may be a mod for Artemis or Sins of a Solar Empire, it may eventually become an independent game. The final form is unknown as of yet.

Similar games include almost every Star Trek game ever made, as they almost all have some form of the infamous test.