

1)

- Single player
- Big house, big surrounding environment
- Search clues for killer's bodies around the environment for investigation
- Sound cues for collecting evidence
- No soundtrack because of its dark, creepy atmosphere
- Will seem like horror but that's because of player
- 2 endings - if find all clues, win. If not, lose and be killed by killer
- Time-limit?

2)

- Undertale-like game
- Alternate endings
- RPG
- Story based game
- Optional soundtrack
- A few combats but mostly histories
- Combats have to be different than just spamming one touch to kill the ennemies
- Better for teenage and more

3)

- Simple top-down RPG
- Explore, collect items, battle enemies
- NPCs with simple dialogue/quests
- Optional soundtrack (basic sounds when interacting with items/objects)
- Various possible theme - Real world, fantasy, sci-fi
- Simple Story or small open world sandbox style (both possible)

Final idea:

- Rpg
- Simple but good story
- Minor changes in the dialogues
- Magic, sci-fi, fantasy
- Apprentice with collect magic spells from location to location
- Surpass your master
- Cast spells then direct them (avoid the "enemy's" spells)
- 13 years old +
- Unity engine
- GitHub