

Inspiration:

Undertale + Earthbound

Notes

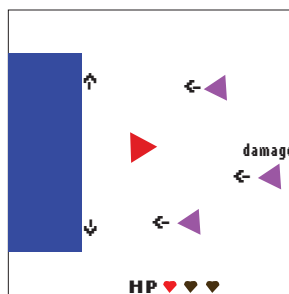
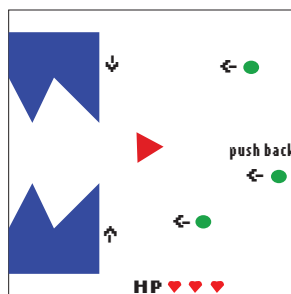
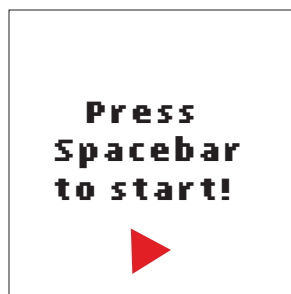
Game/Interactive:
VS. BAD GUY!
 RPG fight vs one guy.
 He changes his eyes and moves after certain HP is lost. You can use a regular attack or fire. Fire costs MP and burns.



Notes

Bad Guy does either a regular attack, or a powerful charged attack. Attacks from both shakes screen. Two different screens for loss and win.

More effects?



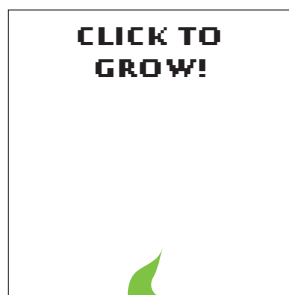
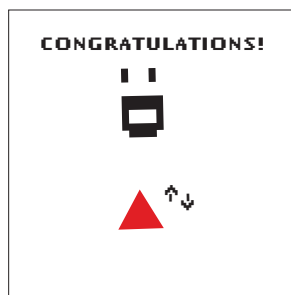
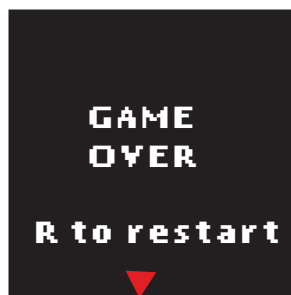
You can get power ups and shoot the monster

Inspiration: Galaga + Undertale

Notes

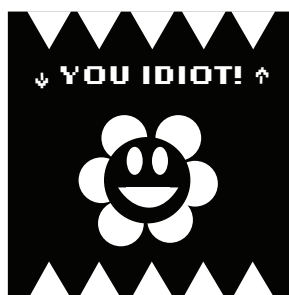
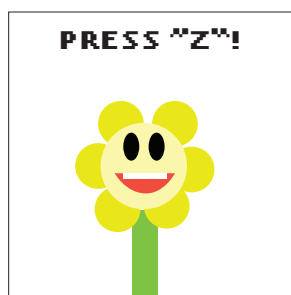
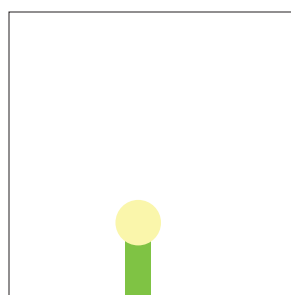
+ Binding of Isaac

GAME: MUNCHER!
 You're the triangle. ovals push you into the monster. triangles damage you the monster damages you. It keeps going until you reach the goal. There's a win and lose screen.



Notes

GAME: MUNCHER!
 The monster's jaw opens and closes. If lost, the triangle drops down and the screen goes black. If won, the triangle moves up and down.



Inspiration: Telltale Games + Undertale

Notes

IDEA #3: FLOWEY THE FLOWER
 You grow him first, his head and petals pop up and grow. They stop at one point and he asks you to click. Turns out he's evil! The screen bites down and goes pitch black! He changes dialogue on retry

Outcome changes depending on nice or bad treatment