



# NEW CONCEPTS



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## Introduction

The current Energy Game prototype does not work and the whole game needs a redo. This document notes different concepts that can be used to redesign the game.

## Concept 1: Virtual pet

This concept puts the player in charge of taking care of a virtual pet. Throughout the game, the player makes choices in how to raise their pet.

These choices will be translated from the Energy Game choices, but not explicitly *be* the choices from the Energy Game



A playthrough will consist of answering every question in the Energy Game, and the pet will change based on the choices you make and what result you get.

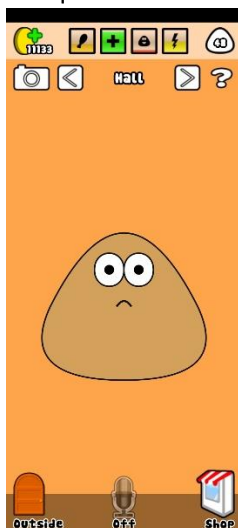


The whole “life cycle” of the slime will take place over the course of one session of the energy game, there is no long-term gameplay, and each playthrough will be a new slime

## Inspirations

### Pou

The quintessential virtual pet game, mainly as an inspiration for the UI and concept



## My Child Lebensborn

A mobile game where your choices influence the outcome. However, that's the only thing we can take from this.



## Concept 2: Wrestling career

Professional wrestling is a world full of colourful characters, bold moves and many different paths one's life can go, and this game utilizes this unique setting to create a narrative.

Throughout one's career, they get to make several choices, which are translated from the energy game questions







An interaction in the game would look like this.





## Inspirations

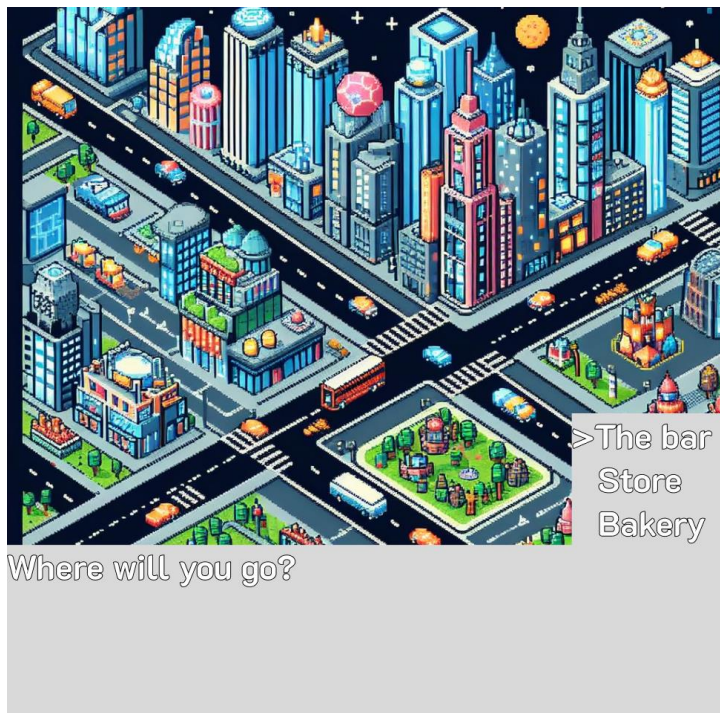
### Wrestling Empire



Wrestling Empire is a wrestling game, where a player has to make choices over their career. Choices include what company to work for, who to team with and how to act in the ring. This would also be how choices are presented.

### Concept 3: Police officer

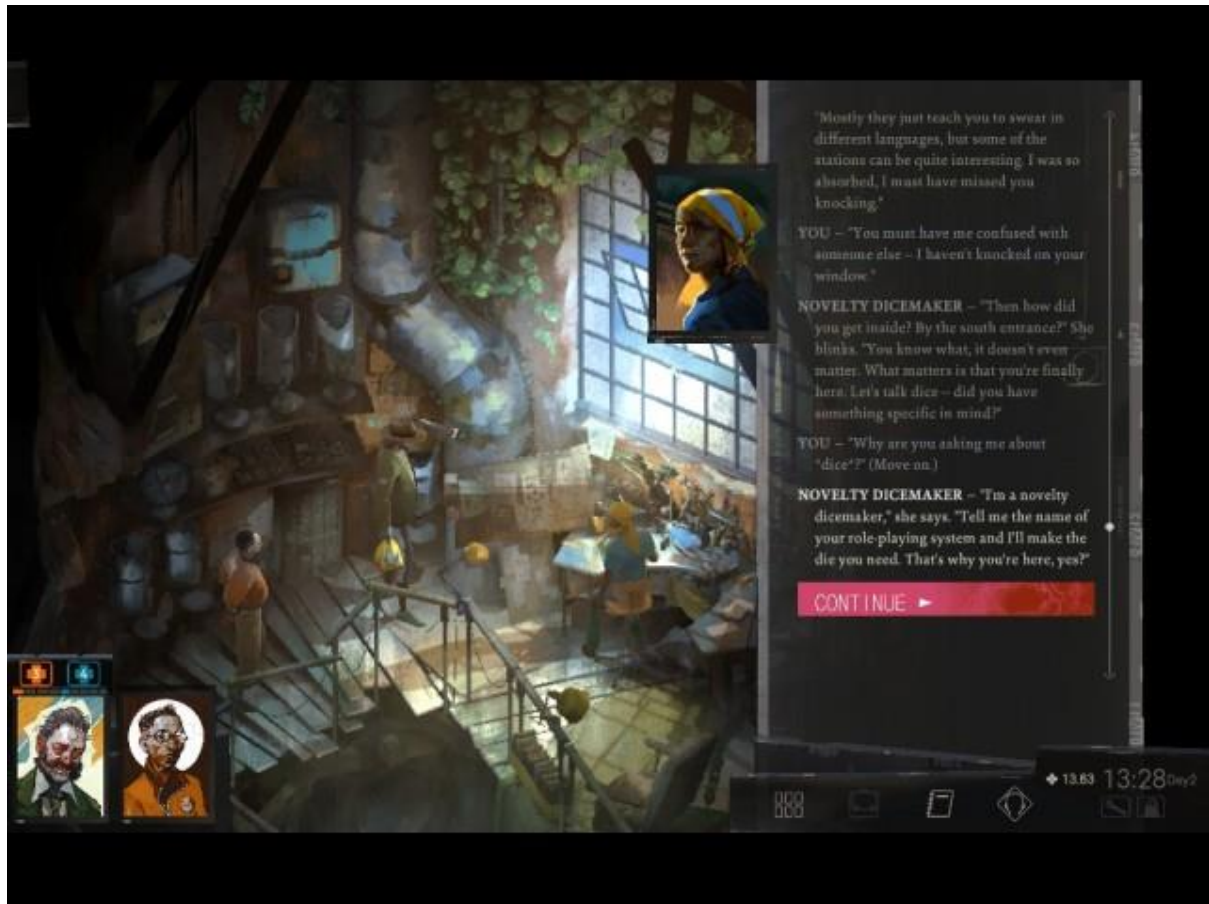
In this concept, you play as a police officer and you use your deductive skills to solve the case. During the case, you also talk to others. And these conversations are what advances the Energy Game



An example of an interaction in this concept. The choices are implied, putting the player in the role of the police officer

## Inspirations

### Disco Elysium



In Disco Elysium, your choices also matter. Not for the plot, but for the character you become. Dialogue choices you make will determine what kind of character you become, specifically what your political affiliation is. You can become liberal, centrist, conservative, and even communist. This opens new possibilities in the world. You can join a communist reading group with the theory you discover when you become a communist.

### Reigns

In Reigns, your choices all matter. These choices determine the character your king becomes. When this king dies, a new one takes his place, which you also control. This is a good gameplay way to implement the soft/hard side of the quiz, having the player take control of 2 characters



## What concept did I pick?

In the end, I chose to go for concept 2: The Wrestler. I chose to go for this concept for a few reasons

### Reason 1: Making choices

While the goal of this new game is to make decisions the means, and not the end goal, they are still an important aspect of the game. I decided to take out the third concept from potential concepts, because incorporating the energy game choices into a detective mystery story would be too abstract and difficult.

### Reason 2: Playtime

A virtual pet game is best enjoyed indefinitely, or at the very least over a longer amount of time. The original energy game takes between 10-20 minutes to play.

There is also no “meta progression” in the energy game, which is something very prevalent in virtual pets.

### Reason 3: Face and Heel

The energy game is played twice, once with your hard side and once with your soft side. This translates super well into professional wrestling, where there are face wrestlers and heel wrestlers. A face is generally the more sensible good guy and a heel is the harsher bad guy.

These can be easily translated into the soft and hard sides respectively.