

# Brainstorm Document || Game concept Ideas

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## Introduction

To come up with a game concept for this project, I used a simple ideation technique. This ideation technique has two paths. The first path is to visualize existing games in either a different dimension or perspective. An example of this could be turning a 3D game into a 2D game or changing the perspective from third-person to first-person. The second way you can go about this, is to imagine how the existing game feel would change if you took away or added several other key game mechanics. I applied this technique by researching several of my favorite games and games I found interesting. This ranged from mobile to console games, making a list of the components I liked and didn't like. I then used the ideation technique to brainstorm for game concepts.

## Games Concepts

Using the ideation technique above, I created a table with all the already existing games I found interesting and or fun. Next, I made another row with ideas generated from the game on the left. I tried to come up with as many ideas as I could using the **converging and diverging brainstorm technique**. After creating as many ideas as I could (**diverging**), I started highlighting the ideas I found the most interesting(**converging step 1**). Lastly, I converged again by picking the only one idea based of the doability(**converging step 2**). In the table also noted down to which of the two paths the idea belonged.

Game	Type of Game	Ideation Path	Idea
Legend of Zelda: Breath of the Wild	Open World RPG	<b>Game mechanics</b>	A rogue like game using the same weapon system, enemies and health system.
Mario Bros	Single Player 2D Platformer	<b>Perspective</b>	First person Super Mario Bros.
Overwatch	Multiplayer Shooter	<b>Perspective</b>	Top down 2D multiplayer shooter game.
Final Fantasy 13	3D RPG	<b>Perspective</b>	Turning the 3D turn based world into a 2D one. Similar to Fire Emblem. Another idea would be turning it into a first person RPG game.
Pokemon	RPG	<b>Game Mechanics</b>	A open world AR game where you can catch the pokemon straight from

			their location. Unlike pokemon GO No need for extra scenes, different windows or cutscenes.
Mario Galaxy	Single Player 3D Platformer	<b>Perspective</b>	A 2D single player platformer game in space. Side View like Mario Bros.
Professor Layton	Puzzle	<b>Perspective</b>	A 3D puzzle game where you have to physically play the puzzles instead of solving them separately from the game.
Valkyria Chronicles	3D Strategy RPG	<b>Game Mechanics</b>	3D strategy game where there's no taking turns. You have to switch players while fighting.
Fire Emblem	2D Strategy RPG	<b>Perspective</b>	A card game using the same mechanics as Fire Emblem.

## Conclusion

This technique really helped me generate ideas fast and efficiently. Since the ideation technique takes from games I really enjoy and find interest in, it also helps me come up with concepts I can truly be motivated by. When looking at the list of ideas from the brainstorm session, I tried to pick the 3 ideas I found the most interesting (converging). The top 3 ideas were:

- 1) First person Super Mario Bros.
- 2) A 2D single player platformer game in space. Side View like Mario Bros.
- 3) A open world AR game where you can catch the pokemon straight from their location. Unlike pokemon GO No need for extra scenes, different windows or cutscenes.

From there I did another converging session, to determine which idea would be doable in the amount of time I had (9 weeks). I also had to keep in mind that my technology skills aren't as good as my design skills. Based of these two factors I chose for the following idea:

***“A 2D single player platformer game in space.”***

Not only did the idea appeal to me, it also sounded like an idea I would be able to develop, with the amount of technical expertise I have. It would also fit in the timeframe of nine weeks. From here on out, I will be turning this idea into a concept and work towards a working prototype for the realisation phase.