The Climb

* Climbing mechanics
* Minimalist style
* Minimal assets
* Low Poly Style
* Easy Narrative
* Steal the idea (they were dead all along)
* 1st person

Bad Trip  
- 3rd person, topdown  
- Dance Setting  
- Narratively already set

Pure Blood  
- Like papers please  
- Investigate if they are pure or not  
- 5 minigames (tests for purity)  
- Time limit  
-multiple endings  
-Discriminative Tones

Brain  
- Isometric  
- confined to a house  
- prequel setting  
- Time manipulation (Magical Realism)  
- 3 interactions min

Alienated  
- Octodad like  
- School environment  
- 1st person  
- Bullies  
- Moral choices, risk of exposing alienness  
- prequel game demonstrating full extent of powers  
- proper game starts with limiting powers

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| Story | Alex | Raymond | Andrew | Chelsea | Tally |
| The Climb | 3 | 1 | 3 | 1 | 8 |
| Bad trip | 4 | 5 | 1 | 4 | 14 |
| Pure Blood | 2 | 2 | 2 | 3 | 9 |
| Brain | 1 | 3 | 4 | 2 | 10 |
| Alienated | 5 | 4 | 5 | 5 | 19 |