Shorts Brainstorm

1. Primal Fury

* Sounds like the game ape escape
* Could be a horror experience from the perspective of kids

1. The Climb

* Serial killer on Everest
* You play as a murder and must kill everyone by making it look like an accident.
* Found footage style (Blair witch style)
* Low poly style

1. Bad Trip

* Play as a ghost and help influence things to allow your friend to get to your body in a race against time.

1. Mob Life

* Delusional, false retellings (Dialogue based choose your own adventure)
* Interigation scene (interrogation simulator)

1. Adolescent Hell

* Choice based game where everything is not quite as it seems.
* Abstract, no dialogue, everything is conveyed with thought bubbles.
* Introspective on what ‘Good’ is.
* Pixar Movie / Short vibes.

1. Growing Up

* Loop of life (Birth to first child)

1. Pure Blood

* Magic powers in a world where they are outlawed.
* Mechanic around not being able to control powers and having to supress them.
* Play as part of the government and have to identify magic users (papers please style)

1. Brain  
   - Seeking justice  
   - Music festival  
   - Trippy event  
   - Fatal consequences  
   - Acid flashback - “living memory” (drug powerup, ability to relive memory)  
   - Confrontation with dealer, experiences second “living memory”  
   - Dealer helps hero, explains rules of “living Memory” (tutorial-style thing)  
   - hero seeks justice  
   - is forced into sudden crisis by main enemy  
   - learns to master power  
   - has sudden revelation
   * Use items (photo) to trigger memories and bring them to life, puzzle game with strong narrative.
2. Reckoning  
   - Armageddon/Deep Impact movie like?  
   - NASA Spaceship setting  
   - Murder mystery  
   - Social tension  
   - Alien creature invading (The Thing? Apollo 18, Alien)  
   - Alien hunting  
   - Crew maintenance  
   - Survival  
   - Ship maintenance

* Bull alien monster gives off vibes of a minotaur (spaceship maze game)

1. Underwater   
   - Waterworld style?  
   - trying to find the secret hidden glass city of survivors  
   - Adventure game  
   - Survival  
   - A rescued citizen leads the player to the promised city  
   - All set on a boat  
   - 'Broken age’ style game? (Two different settings) one the city, the other the boat  
   - A family drama sub story
2. The Mantle  
   - Noir style/narrative/aesthetic  
   - Detective  
   - House horror walking sim  
   - Cult sub theme?  
   - Serial Killer
3. 18  
   - Dramatic Narrative  
   - Dialogue driven  
   - Hollywood/Production/Film making  
   - Night in the woods style game?  
   - Campus/College setting?
4. Alienated  
   - School setting  
   - Awkwardness as a theme? (Outcast? Not quite fitting in)  
   - Coming of age narrative?  
   - Bullies  
   - Adventure to the stars while being abducted by friendly aliens?  
   - Alien in disguise at school?
5. Straight  
   - Dystopic, stealth, hiding system (1984 style)  
   - main antagonists can also be allies (a rebel sect?)  
   - revolutionary narrative  
   - One scene/level (Phoenix Wright: Ace Attorney style)  
   - ‘Inside’ style of gameplay  
   - Ultimate moral is finding a balance between sides or rather trying to make all things equal  
   - Address the key social issues currently but in a futuristic setting