

Unknown depths of space

Genre: 2D, Pixel Art, Action-Adventure, Side scroller

Premise:

In Unknown Depths of Space, you play as a stranded astronaut in a strange solar system inside a black hole. The mission is to explore dangerous planets, battle strange creatures, and find a way to escape. Survival depends on finding or upgrading weapons, and defeating powerful bosses on each planet, all while adapting to the unpredictable physics unique to each world.

Gameplay Mechanics:

- **Planet Exploration:**
Players can explore multiple planets in the unknown solar system, each having unique environments, creatures, and resources. Exploration is the primary way to progress, as you'll need better tools to access new planets.
- **Combat & Weapon Upgrades:**
Players start with basic weapons but need to upgrade as they face tougher enemies and bosses. Resources and new weapons can be found on planets by defeating enemies and bosses. Every weapon will work differently and may be more useful on some planets than others depending on the type of enemies.
- **Boss Battles:**
Each planet features a powerful boss that must be defeated to unlock new weapons. These bosses possess unique attack patterns that reflect the characteristics of their respective planets, such as a sea creature boss on a water planet.
- **Progression & Difficulty Scaling:**
As players go deeper into the solar system, the difficulty of enemies and bosses increases, and the planets' physics become stranger and more dangerous.
- **Unknown Physics:**
Each planet has unique gravitational forces and physics, creating unpredictable challenges in exploration and combat. For example, some planets may have stronger gravity, while others might feature wormholes that make navigation more difficult.

End Goal:

Escape the black hole by defeating the final boss and finding the hidden exit from the solar system, allowing the player to return home.

Unique selling points:

- **Expansive Planet Exploration:** Multiple planets with unique environments and challenges, accessible from the start but get progressively harder.
- **Unpredictable Physics & Difficulty Scaling:** Distinct gravitational forces and physics on each planet create unique challenges.

Shattered Nation

Genre: 2D, Pixel Art, Survival and Exploration (Top-Down View)

Premise:

The game idea involves surviving in a collapsing society, with a top-down view and a main goal of escaping the collapsing country. The country is divided in different zones and the environment is dangerous, with roads and terrain destroyed or blocked. To escape, players must explore, gather resources, and face both military forces and hostile survivors.

Gameplay Mechanics:

- **Resource Gathering And Weapons:** Players collect essential items like food, water, weapons, and other tools to aid in their survival and escape. Players can do basic upgrades to their weapons using found or traded items. This could include adding scopes, silencers, larger magazines.
- **Combat and Health:** Combat allows you to loot critical supplies from enemies to progress. Using the correct weapon for the given scenario and keeping track of ammo is essential for surviving. Players must also keep track of hunger, thirst, and injuries. Finding food, water, and healing items is essential for surviving.
- **Trading System:** In the game world, there are other survivors who are not hostile. Players can interact with them to trade valuable items and weapons.
- **Obstacles and Progression:** To move to new locations, players must overcome specific challenges that will require specific tools or items. As the player progresses, they unlock ways to revisit earlier areas. Players can freely return to previously visited locations to explore more, gather resources, trade, or complete unfinished objectives.

End Goal: The game progresses through multiple regions, each with increasing difficulty and unique obstacles. The game ends when players manage to escape the final location, which allows the player to flee from the collapsing country.

Unique selling points:

- **Resource Gathering & Weapon Customization:** Scavenge essential supplies, food, water, tools and upgrade your gear with found items. Create a wide range of weapon modifications like scopes, silencers, and bigger magazines.
- **Challenging Progression & Unlockable Areas:** As you move through the collapsing country, each zone presents escalating difficulty and unique obstacles. Overcome specific challenges to progress, unlock new tools, and revisit past areas for additional resources and quests.

Getaway driver

Genre: 2D (Top down), Pixel Art, Driving

Premise:

In Getaway Driver, players take on the role of a getaway driver for a crew of criminals pulling off various heists. The goal is to get the criminals to a specific destination after the heist, evading police, navigating urban environments and unpredictable events. Every new heist will have increased difficulty and new dangers to watch out for.

Gameplay Mechanics:

- **Multiple different heist and unexpected events:**
Each heist follows a predefined escape route, but random events such as police roadblocks and traffic jams create unexpected challenges. Players must react quickly, adjusting their route to avoid chaos.
- **Upgradeability for vehicles:**
Players can enhance their vehicle's speed, handling, and durability. They can also unlock different vehicle types, such as fast sports cars or heavily armored vans that can withstand more damage but are slower to maneuver.
- **Heist difficulty:**
As the game progresses, the heists become larger, and police response intensifies. SWAT teams, drones, helicopters, and armored vehicles are deployed to stop the player. Escape routes grow longer and more complex, with additional dangers to evade, but bigger heists also generate more money.

Unique selling points:

- **Fast-Paced Getaways:** Focus on fast driving mechanics where players must skillfully navigate tight corners, narrow streets, and obstacle-filled environments.
- **Random Events:** During the escape there will be a variety of different unexpected events that will challenge the player to act fast in order to escape.
- **Vehicle Customization and Upgrades:** Upgrade your vehicle to deal with tougher police units as the heists increase in difficulty. The game will also have a variety of different vehicles that will all behave in a unique way. Using a suited vehicle for a heist will increase the chances of escaping.

Desktop Brawl

Genre: 2D, fighting, local multiplayer

Overview:

A 2D fighting game where players battle each other in a virtual version of a Windows desktop environment. Players jump around using icons, program windows, and other desktop elements. The players can use various "bugs," "errors," and "viruses" as weapons to defeat their opponents.

Gameplay Mechanics:

- **Desktop Arena:**

Pre-designed or randomized desktops environments serve as battle arenas, filled with icons, folders, taskbars, and open windows to navigate and fight on. An optional feature (if possible) allows the game to generate a copy of the player's own actual desktop as an arena.

- **Weapons:**

Players can use a variety of bugs, glitches, and viruses as weapons, each with unique abilities and effects. These attacks can slow down opponents, disrupt their movement, cause glitches in their controls, or reduce their health.

- **Desktop environment:**

Players can interact with the desktop environment to gain an advantage, activating programs, manipulating windows, or triggering system functions that change the arena. For example, launching a program could create new platforms, and maximizing or minimizing windows could block paths or reveal new areas to jump on.

Unique selling points:

- **Interactive Desktop Elements:** The environment itself is a weapon. Players can manipulate desktop elements, like launching programs to create platforms, minimizing/maximizing windows to block paths, or triggering system functions that change the arena layout. This adds a new layer of strategy to the combat.
- **Creative Weaponry:** Use a variety of bugs, errors, and viruses as weapons, each with its own unique effects. These attacks can cause chaos by slowing opponents, glitching their controls or giving the opponent other weird behaviors.
- **Unique Battle Arenas:** Fight in a 2D platformer set on a virtual desktop environment, where each arena is filled with iconic elements like folders, taskbars, windows, and program icons. You can generate a randomized or even a personalized desktop arena.

Invisible Trace

Genre: 2D Stealth, Pixel Art, Top down

Overview:

The players assume the role of a silent agent with different objectives per level. Each mission takes place in a unique location filled with multiple security measures. Players must carefully navigate around guards, security cameras, and sensors to remain unseen. Each level gives the player multiple solutions to complete their objective, encouraging clever tactics and strategy to avoid detection.

Gameplay Mechanics:

- **Levels with multiple approaches:**

Every level introduces a new environment, with unique challenges to overcome. Players will find multiple ways to complete each mission, whether by sneaking through ventilation systems, disabling security systems, or creating distractions to divert guards.

- **Security Systems:**

Levels are populated with a variety of security measures, including patrol guards, security cameras, and motion sensors, all of which react to the player's actions. Avoiding these threats requires careful planning and adaptability, as every movement has the potential to alert enemies.

- **Escape Challenges:**

Once the objective is completed, players must plan their escape carefully, retracing their steps or finding new paths while avoiding heightened security. Successful exits require players to remain stealthy and aware of changes in guard patrols or new obstacles.

- **Objectives:**

Each mission presents the player with a different set of objectives, such as planting a hacking device within a corporate facility, stealing sensitive documents, or retrieving valuable items.

Unique selling points:

- **Multiple Approaches to Each Mission:**

Every level offers a variety of ways to complete objectives, allowing players to choose how they want to approach the task. Whether it's sneaking through ventilation shafts, disabling security systems, or creating distractions.

- **Escape Mechanism:**

After completing the primary objective, players must carefully plan their escape. The player must navigate back through the level, avoiding newly heightened security, and evade guards.