Concept:

(game name) is a top down adventure game\* where you play as a (player character), the evil (evil dude character) has rid the world of its color. You must fight your way through the dark and spewky world, fighting off enemies, leveling up your weapons and collecting the many color varieties of L.E.D (Luminescent Extra-Terrestrial Dirt) to restore the color back to the world. You can use this L.E.D to craft new items and weapons by drawing the wanted item on a grid, L.E.D can also be used as a light source to help you see better in the super dark and spewky world.

\* I don’t know exactly what this game would be considered, please let me know :/

Game Structure:

This game would be one big map. There would not be levels; instead, each of the different areas on the map would act as a “level”. Each of these “levels” could be a flat plain, a gigantic mountain, or many other layouts. In order to move on to the next “level”, the player would need to complete a task, whether it is killing all the enemies in the area they are currently in, collecting a certain item, defeating a boss, or one of many other tasks.

Main Mechanics:

One of the main mechanics of this game is how items are crafted. As I stated above, items are crafted by drawing the desired item using L.E.D. Another one of the main mechanics in this game would be the ability to light up the world using L.E.D the player has collected. Lastly, (I need ideas for how combat would work).

Color Scheme and Setting:

The color scheme for this game would be black and white with a dark and creepy theme to it (if you have played Pokémon diamond, pearl or platinum, then think of the distortion world, kinda like that). However, once the player has restored the color back to the world, the world would be happy and colorful.