AI GAME IDEATION AGENT SUBMISSION

StareOut Games - AI Agent Development Internship Assignment

Submitted by: Ode Narendra

ASSIGNMENT OVERVIEW

This submission contains 5 new mobile game concepts generated by merging mechanics from 7 source games:

1. Drop Away (Rollic)
2. Sky Rush (Rollic)
3. Gecko Out (Rollic)
4. Park Match (Supersonic)
5. Block Jam (Voodoo)
6. Knit Out (Rollic)
7. Crowd Express (Rollic)

Each game idea follows the required format with detailed descriptions and AI-generated screenshots.

NEW OUTPUT IDEA 1 — Thread Absorb

Inspired from: Drop Away (Rollic) + Knit Out (Rollic)

Core Setup:

- A closed grid layout with colored thread pieces scattered throughout
- Inside the grid: Various shaped holes (plus-shaped, L-shaped, rectangular) that can absorb threads
- Outside/top of grid: Thread stacks in different colors showing capacity percentages
- Bottom layer: Thread holder knits positioned around the grid edges

Rules:

- Player can tap and move the shaped holes around the grid
- Each hole can only absorb threads of matching colors from the scattered thread pieces
- When a hole touches matching colored thread pieces, they get absorbed and the hole fills up
- Thread pieces can be sourced from both scattered grid elements and pulled from top thread stacks
- Holes have capacity limits and disappear when fully loaded with threads

Objective:

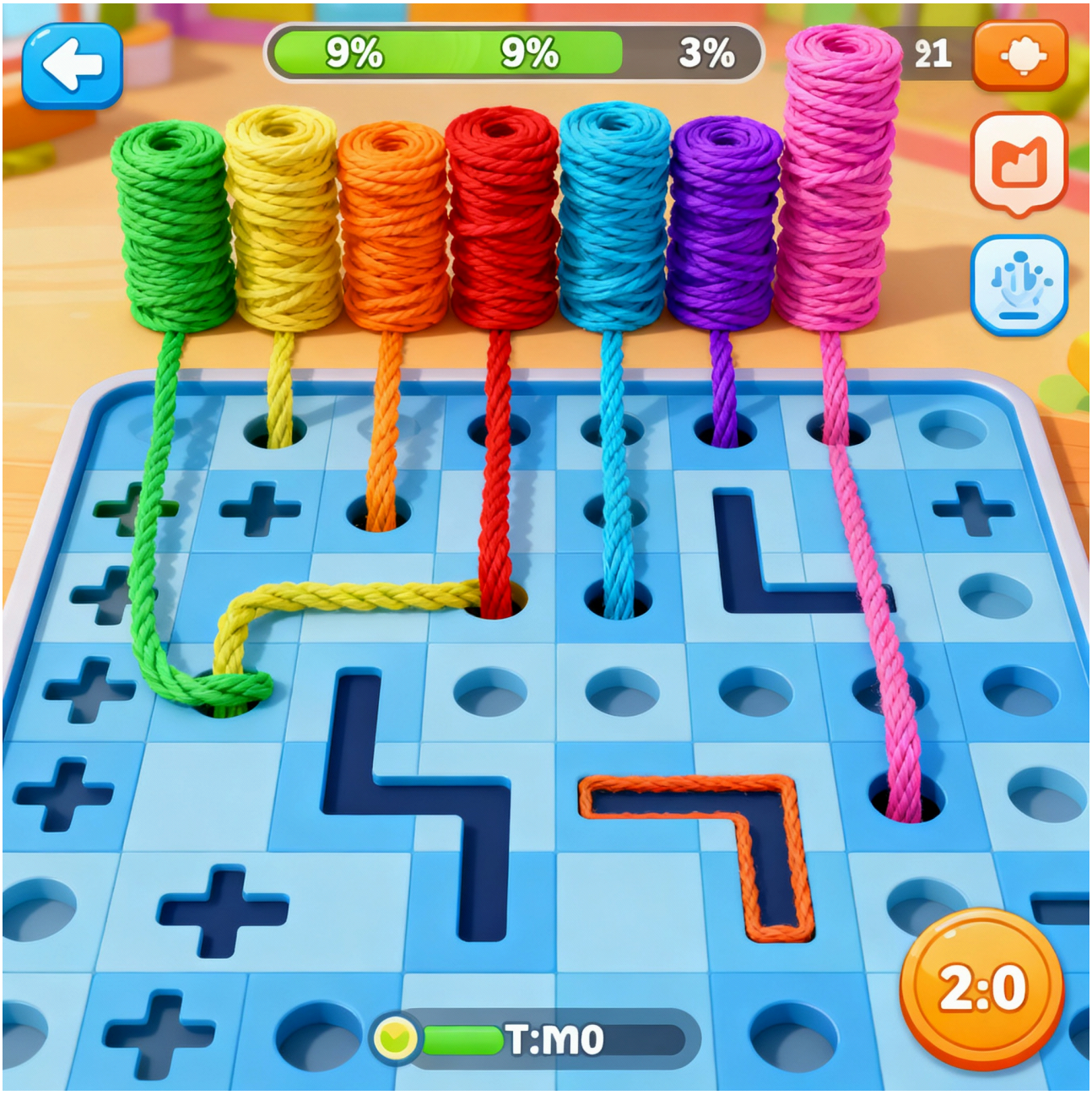
- Clear all thread pieces from the grid and deplete all thread stacks from the top
- Strategic deployment of different shaped holes to efficiently absorb all threads within time limit

Challenge Source:

- Managing different hole shapes that have varying absorption patterns
- Path planning to reach scattered thread pieces while avoiding obstacles
- Balancing between absorbing scattered threads vs pulling from thread stacks
- Time pressure to complete all thread absorption before timer expires

Innovation:

- Combines Drop Away's tactile hole manipulation with Knit Out's thread processing mechanics
- Dual-source thread absorption (scattered pieces + thread stacks) creates layered strategy
- Shape-based absorption efficiency adds puzzle complexity
- Visual satisfaction of threads being pulled into shaped holes



NEW OUTPUT IDEA 2 — Snake Rush

Inspired from: Sky Rush (Rollic) + Gecko Out (Rollic)

Core Setup:

- Irregular maze-like closed grid with multiple colored exit gates around perimeter
- Inside the grid: Colored snakes of varying lengths (4-grid, 6-grid, 8-grid segments)
- Outside exits: Colored passenger queues waiting at matching colored gates
- Each snake has visible capacity indicators showing how many passengers it can carry

Rules:

- Player taps and drags snakes through the maze pathways toward matching colored exit gates
- Snakes must navigate through irregular maze structure, cannot overlap other snakes
- When a snake reaches its matching colored gate, passengers automatically board the snake
- Longer snakes have higher passenger capacity but are harder to navigate through tight spaces
- Once fully loaded with passengers, snake evacuates and disappears from the grid

Objective:

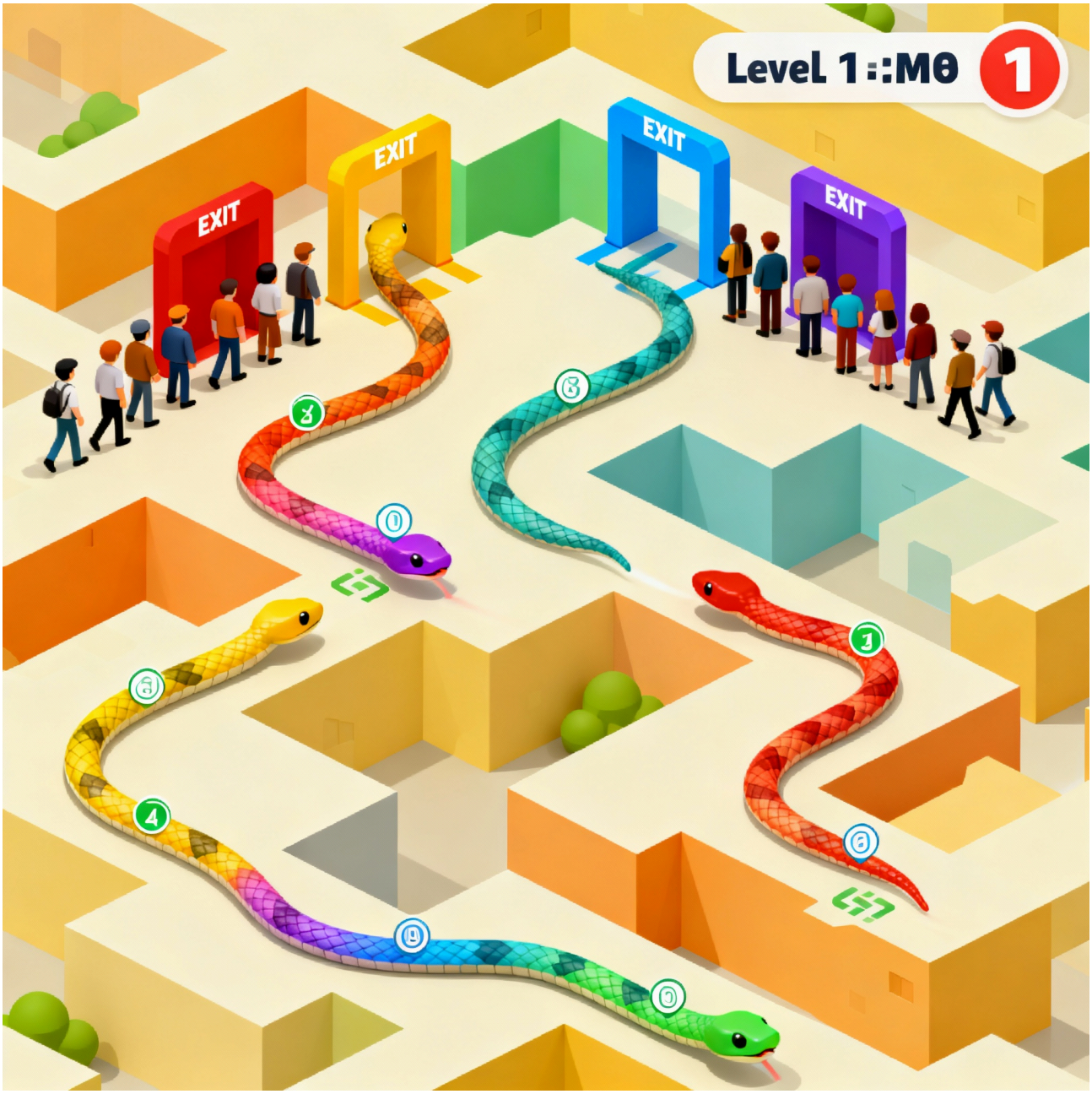
- Successfully evacuate all passenger queues by navigating all snakes to their matching gates
- Clear the entire grid of snakes within the time limit

Challenge Source:

- Irregular maze navigation with snake-like body segments that block paths
- Sequential movement planning - must move blocking snakes first to free pathways
- Length management - longer snakes carry more passengers but are harder to maneuver
- Time pressure combined with spatial puzzle solving
- Traffic jam scenarios where multiple snakes block each other's paths

Innovation:

- Merges Sky Rush's evacuation/passenger boarding with Gecko Out's snake navigation mechanics
- Variable snake lengths create capacity vs maneuverability trade-offs
- Combines passenger collection urgency with maze navigation complexity
- Snake bodies create dynamic obstacles that change as you progress



NEW OUTPUT IDEA 3 — Rush Express

Inspired from: Sky Rush (Rollic) + Crowd Express (Rollic)

Core Setup:

- Closed grid with multiple exit gates positioned around the perimeter
- Inside grid: Colored buses with directional arrows indicating movement constraints
- Each bus has visible passenger capacity numbers
- Outside exits: Colored passenger queues in FIFO order waiting at matching gates
- Buses arranged in traffic jam formations blocking each other's paths

Rules:

- Buses can ONLY move in the direction shown by their arrow indicators
- Player must tap buses to move them, but movement is only possible if path is clear
- Buses must navigate to matching colored exit gates to load passengers
- Passengers board automatically when bus reaches correct gate
- Must strategically move blocking buses first to create pathways for target buses
- Bus evacuates with passengers once capacity is reached

Objective:

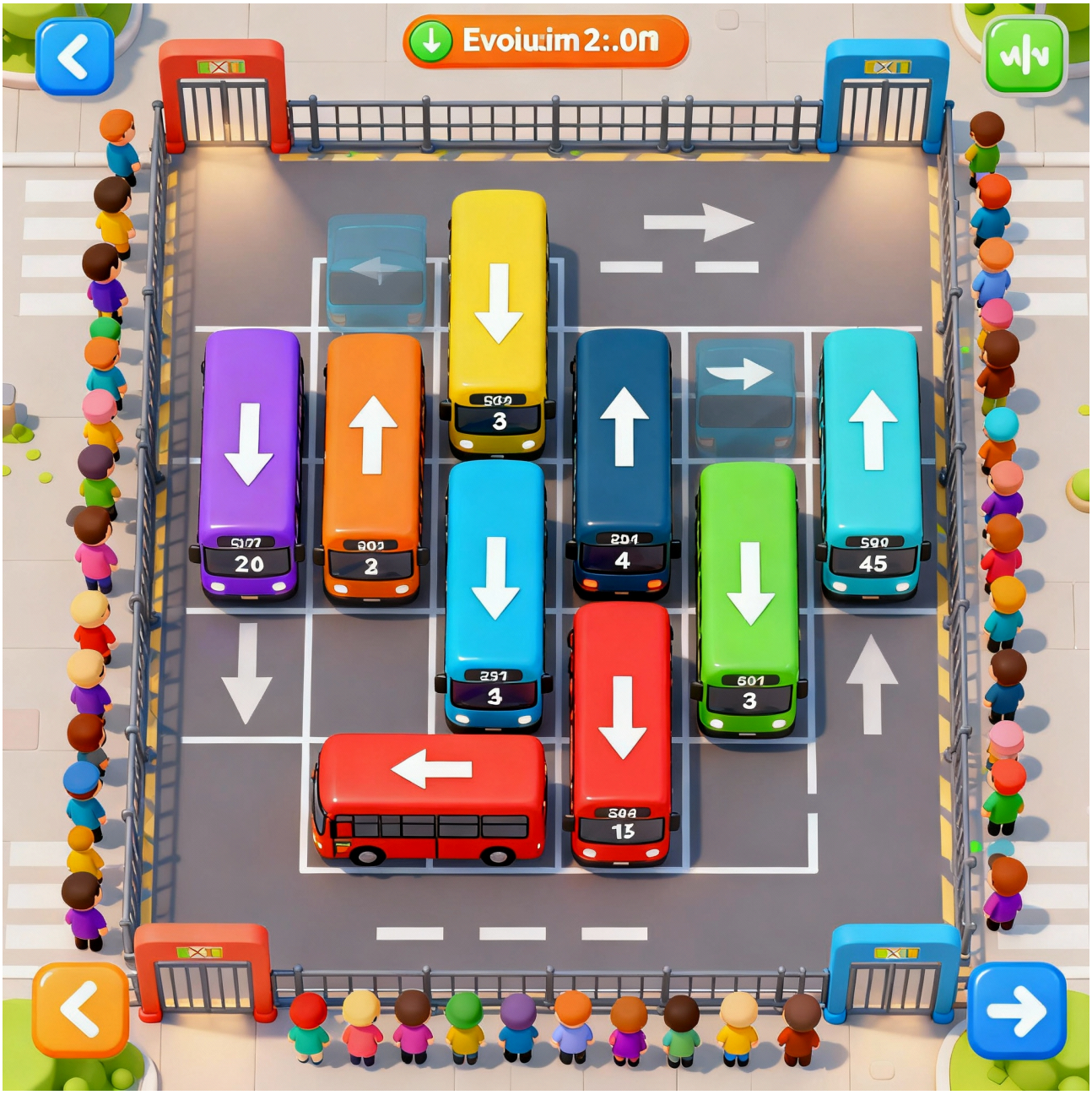
- Clear all passenger queues by successfully routing all buses to matching gates
- Empty the grid of all buses within the time limit

Challenge Source:

- Directional movement constraints force specific routing patterns
- Traffic jam puzzle - must unblock buses in correct sequence
- Multiple simultaneous objectives (multiple passenger queues to clear)
- Path planning with one-way movement restrictions
- Time management under evacuation pressure

Innovation:

- Combines Sky Rush's passenger evacuation mechanics with Crowd Express's directional movement constraints
- Directional arrows add traffic puzzle layer to evacuation gameplay
- Creates realistic traffic management scenario with urgency
- Unblocking sequence becomes critical strategic element



NEW OUTPUT IDEA 4 — Thread Traffic

Inspired from: Knit Out (Rollic) + Crowd Express (Rollic)

Core Setup:

- Three-layer system with directional movement mechanics
- Top layer: Colored thread stacks arranged in vertical queues showing percentages
- Center layer: 5 processing slots where knitting tools work
- Bottom layer: Colored knitting needles/tools with directional arrows indicating movement direction
- Tools are arranged in traffic-jam style grid blocking each other

Rules:

- Player taps colored knitting tool from bottom grid
- Tool can only move in direction shown by its arrow indicator
- If path is blocked by other tools, must move blocking tools first
- Once tool reaches center processing slot, it automatically starts pulling matching colored threads from top stacks
- Thread collection happens continuously with visual percentage depletion
- When tool reaches capacity, it disappears with collected threads, freeing the processing slot

Objective:

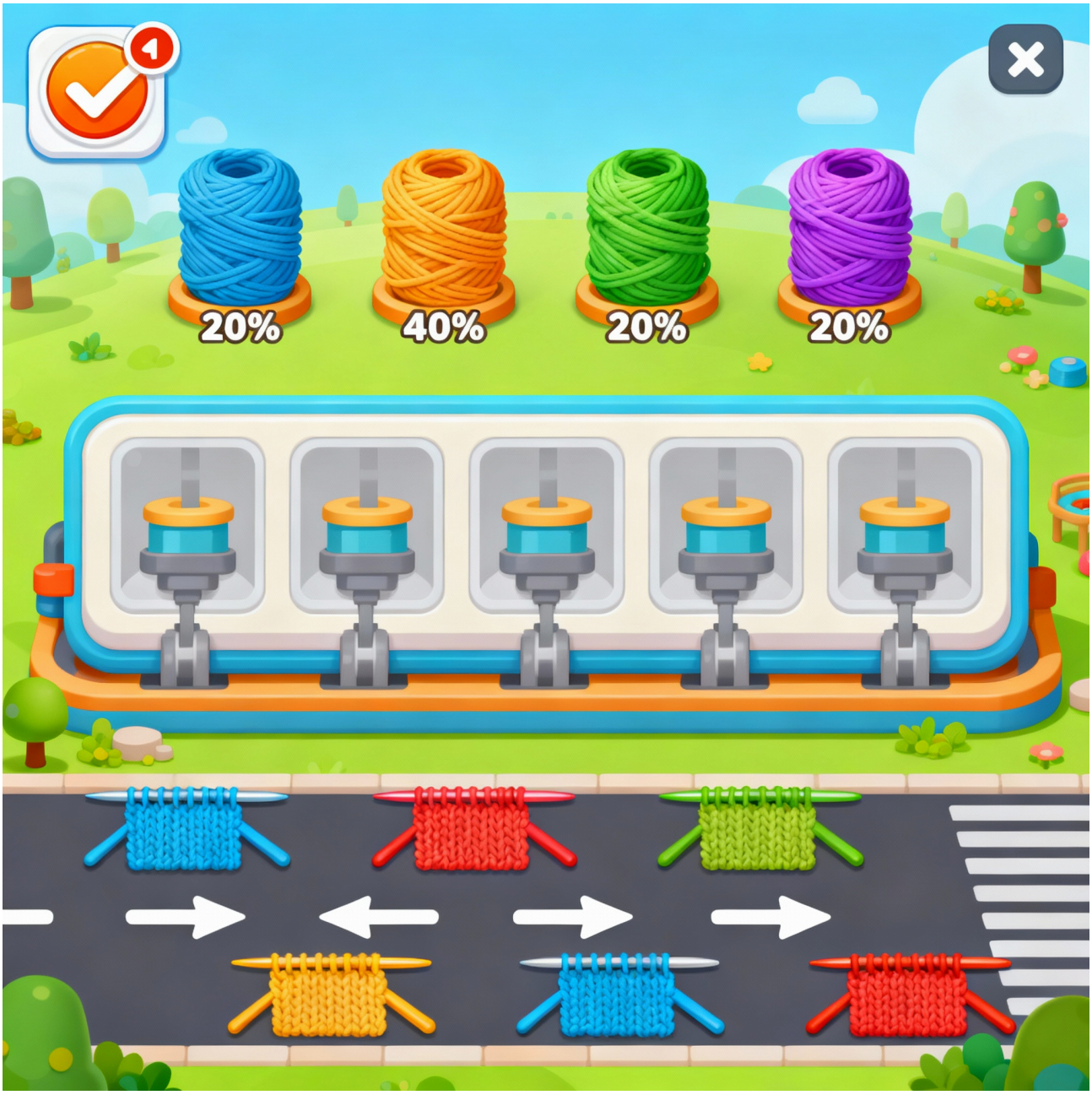
- Process all thread stacks from top layer by strategically deploying knitting tools
- Clear all tools from bottom grid and deplete all thread stacks

Challenge Source:

- Directional movement constraints on tool deployment
- Must solve traffic puzzle to free desired tools
- Limited center processing slots create space pressure
- Timing when to deploy tools based on thread availability
- Sequential unblocking while managing thread processing efficiency

Innovation:

- Merges Knit Out's automatic thread collection with Crowd Express's directional traffic puzzle
- Directional constraints add strategic layer to resource collection
- Traffic jam mechanics applied to crafting/processing gameplay
- Creates unique combination of path-blocking puzzle with automatic collection satisfaction



NEW OUTPUT IDEA 5 — Hole Match

Inspired from: Drop Away (Rollic) + Block Jam (Voodoo)

Core Setup:

- Two-layer system with mobile absorption tools
- Top layer (75%): Colored blocky characters stacked in formations within enclosed grid
- Bottom layer (25%): Limited parking spots where colored holes wait
- Various shaped holes (plus, L-shape, rectangular, square) with different absorption patterns
- Characters have active (awake) and inactive (sleeping/dimmed) states

Rules:

- Player can tap colored holes from bottom parking area
- Selected hole moves into the main grid area toward accessible (awake) blocky characters
- Only awake/accessible characters can be absorbed by holes
- Each hole can absorb only matching colored characters
- When 3 characters of same color are absorbed by holes in parking area, they form a match-3 set and disappear
- Sleeping characters wake up when blockers are removed
- Holes return to parking area after absorbing characters

Objective:

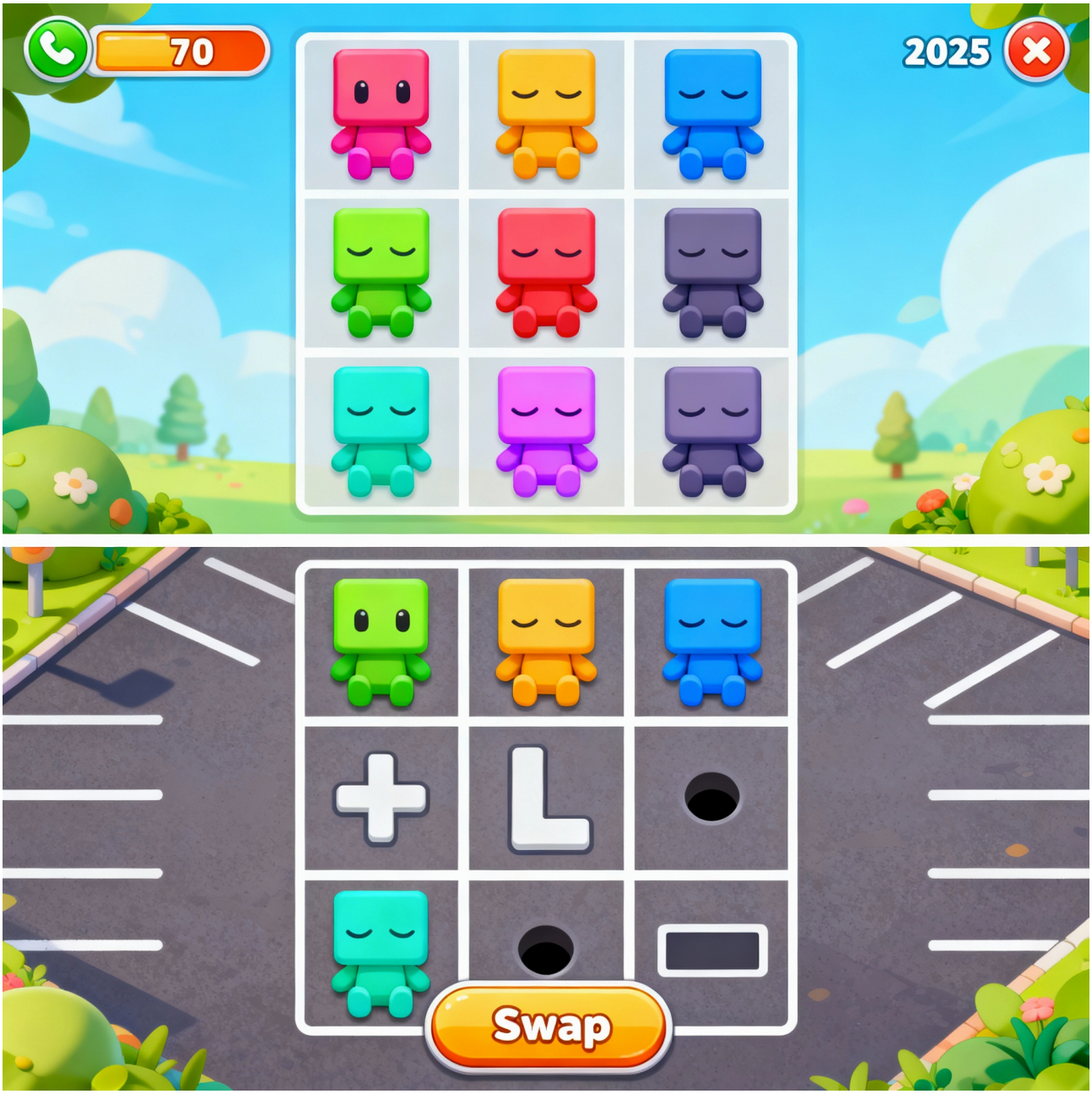
- Clear all blocky characters from the grid by forming match-3 combinations
- Strategically use shaped holes to absorb characters and create matching sets

Challenge Source:

- FIFO-style accessibility - only awake characters can be absorbed
- Limited parking space for holes creates space pressure
- Must plan absorption sequence to form match-3 sets efficiently
- Shape-specific absorption patterns affect which characters can be reached
- Predicting which sleeping characters will wake up next

Innovation:

- Combines Drop Away's controllable hole mechanics with Block Jam's match-3 sorting gameplay
- Active/inactive character states add accessibility layer to hole navigation
- Shaped holes create varied absorption patterns for strategic depth
- Two-layer system with holes as mobile tools rather than static grid elements



TECHNICAL APPROACH

Challenge 1: Idea Generation

- Analyzed mechanics, themes, and elements from all 7 source games
- Created logical mergers combining complementary mechanics (e.g., hole manipulation + thread collection)
- Ensured no hallucination of new themes - all elements derived from source games
- Maintained format consistency with structured output template

Challenge 2: Quality Screenshots

- Generated professional game screenshots using AI image generation
- Provided detailed prompts describing visual elements from merged game concepts
- Maintained consistent art style with source games (bright, casual mobile game aesthetic)
- Included key UI elements: timers, level indicators, capacity numbers, color-coding

Tools & Methodology:

- **AI Language Models** for game concept generation and structured output
- **AI Image Generation** for professional game-like screenshots
- **Structured Prompting** to ensure format compliance and quality
- **Systematic Combination Logic** to avoid hallucination and maintain source game fidelity

KEY ACHIEVEMENTS

✓ **Zero Hallucination**: All mechanics, themes, and elements strictly derived from the 7 source games

✓ **Logical Mergers**: Each combination creates playable, coherent game concepts

✓ **Format Compliance**: All 5 ideas follow the exact required output template

✓ **Professional Screenshots**: Game-like visuals with consistent art style and clear UI elements

✓ **Clear Innovation**: Each concept articulates unique value proposition from merged mechanics

Submission Date: October 22, 2025
Candidate: Ode Narendra
Position: AI Agent Development Internship - StareOut Games