

Ideas

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1:49 PM

Street Basketball

- inspired by Street Fifa
- Lil Pablo

Arcade game style

- avoid repetition
- simplistic game idea

Open World Design? (world design/
limit)

gated progression

- limits full open world
- adds direction

Story driven vs. No story

Multiplayer or not

- LAN
- MMO
- 2 player

Game Challenge?

- puzzles
- exploration
- et c.

Character design

- single character

Real World vs. Fantasy vs. mix

What Character Can do?

- character progression
- character has everything at beginning
- character abilities

Target Player

Age: 16-30

Skill: Average doable but challenging

Linear vs. branching vs. fake branching

Antagonist?

Antagonist :

Enemies/hindrance/obstacle

Cutscene?

-Voice?

Dimensions?

Art Style (theme)

- Cultural influence
- Time period
- Setting