Camping Kids DaddyPutdown Bike Work Weekend Copycat Dump Grannies Shops Claw MagicXylophone Markets Doctor Sleepover Creek YogaBall DaddyRobot Pool BumpyWiseOldWolfhound Hospitals MumsDads Neighbors Spygame VerandahSanta Fairies Teasing Butterflies HorseyRide Shaun Hotel Adventure Fruitbat Asparagus Trampoline HideSeek Zoo WagonRide BobBilby Backpackers Calypso Taxi Takeaway KeepyUppy Beach Pirates BlueMountains MountMumandad

Write down your current task

Dodges

Background effect of movement and stillness

Health and power attack meters

Dodge attacks

Things you can do to have your game be quick, low cost, and efficient to make:

Do all programming yourself

Do everything yourself that wouldn’t instead benefit from having a big name attached to it

Make sure nothing too excessive is added, just have your concept and flashiness

Don’t spend money on the game until hiring artist and/or accountant/lawyer

Don’t have the game’s budget exceed 10k if possible (may change)

Hide intel

Guide dummies to avoid clickbait

Guiding statue through time

Flying/skating across an open lake

Mental health RPG

Helping a videogame hero succeed by playing music and setting the stage

Exploring caves/space

Driving very fast with three-dimensional stages

Marin-like NPC doesn’t want you to leave the game and set up the entire game for you

Swapping out players with instruments in an RPG (Paper Mario)

Abuse glitches to escape linear game trying to get you to kill, altering ending

Messing with gravity and traveling between sidescrolling, 3D and topdown with a character created by an artist with objectines about influence of their art

Things you can do to help your game stand out:

\*Have a gameplay loop that can easily be shown in a gif

\*Have a unique yet easily explainable premise

Involve a well-known artist and/or musician

\*Make the player laugh in an easily demonstratable way

\*Make the player feel emotional in an easily demonstratable way

Be colorful and look unique in an eye-catching way, but not too stylized

\*Have characters with personalities and situations that make it easy for the player/audience to relate to and care about them

\*Make the characters cute and cool

\*Allow the player to be a dick and screw around

\*Make the player laugh through their own action, not just the action of the game

\*Encourage multiplayer where players have a good time (and can screw around with each other)

\*Encourage multiplayer by having events that would be easier with a squad

Random generation for more replayability

LGBT, furries, muscles

\*Game must look interesting to audience of a let’s player and/or Nintendo fan (think of what looks interesting to you)

\*Call back to games/franchises that are beloved yet forgotten by modern media in an easily recognizable way

\*Add scary parts to the game, perhaps a major recurring part if not the concept itself (perhaps something stalking the character that would make the lets players scream)

\*Add rare and mysterious occurrences to the game to raise intrigue

Allow for multiple ways to play the game

Create a plot that people would make theories about

Make characters that people would ship

The most interesting part of the game should be the beginning, though the rest should not fall flat

Make the game speedrun-friendly

Allow the player creative freedom to build complex bases or other things that they would want to share

Have a distinct HUD

\*Have scenes that can make the player laugh or care about the characters in a gif

What would you spend your money on? Now what would you spend your money on without the fact that you’re a fan of certain genres? What would you spend your money on without hesitation? What do you notice that others would spend their money on without hesitation?