Game Development Scenarios

15 Diverse Game Concepts for Your Learning Journey

How to Use This Library:
Each scenario below presents a complete game concept with genre, budget, platforms, and key features. Choose a scenario that excites you, then use the prompt provided to tell your coach: *"I am creating a game that is..."* and share the bullet points.

These scenarios range from micro-budget solo projects to mid-tier team productions, covering everything from cozy games to survival horror to pay-to-win mobile titles.

1. "Whispers in the Walls"

Survival Horror

STUDENT PROMPT: "I am creating a game that is..."

- Single player, psychological horror
- 3-4 hour playtime, 6 levels set in an abandoned asylum
- First-person perspective with limited combat (stealth-focused)
- Unity engine, realistic 3D graphics with atmospheric lighting
- Target platform: Steam (PC)
- Price point: $14.99
- **Budget: $45,000 (small team of 3-4, outsourced audio design)**

2. "Cozy Cove Café"

Life Simulation / Cozy Game

STUDENT PROMPT: "I am creating a game that is..."

- Single player with optional online trading features
- Run a beachside café, customize décor, befriend quirky locals
- 2D hand-drawn art style with soft pastel palette
- Endless gameplay loop with seasonal events
- Target platforms: Steam, Nintendo Switch
- Price point: $19.99
- **Budget: $65,000 (artist-heavy team, character design focus)**

3. "Galactic Idle Empire"

Idle Clicker / Pay-to-Win Mobile

STUDENT PROMPT: "I am creating a game that is..."

- Free-to-play mobile game with in-app purchases
- Build a space empire while offline rewards accumulate
- Gacha mechanics for ship/hero collection
- 2D stylized art with flashy UI animations
- Target platforms: iOS, Android
- Monetization: Premium currency ($0.99-$99.99 packs), battle passes
- **Budget: $85,000 (includes LiveOps planning, analytics integration)**

4. "Neon Ronin"

2D Action Platformer

STUDENT PROMPT: "I am creating a game that is..."

- Single player, 5 levels
- Fast-paced sword combat with bullet-time mechanics
- Pixel art + neon cyberpunk aesthetic
- Set in futuristic Tokyo
- Target platform: Steam (PC)
- Price point: $9.99
- **Budget: $28,000 (solo dev + freelance pixel artist + composer)**

5. "Boardwalk Tycoon"

Strategy / Management Simulation

STUDENT PROMPT: "I am creating a game that is..."

- Single player campaign + sandbox mode
- Build and manage a vintage boardwalk amusement park
- Isometric 3D art style with stylized models
- 15-20 hour campaign with challenge scenarios
- Target platforms: Steam, Epic Games Store
- Price point: $24.99
- **Budget: $120,000 (mid-sized team, complex simulation systems)**

6. "Rogue's Descent"

Roguelike Deckbuilder

STUDENT PROMPT: "I am creating a game that is..."

- Single player, procedurally generated dungeons
- Card-based combat system with 150+ unique cards
- Dark fantasy 2D art with hand-painted card illustrations
- High replayability (50+ hours of content)
- Target platform: Steam, with mobile port planned
- Price point: $14.99
- **Budget: $52,000 (focus on card art and game balance testing)**

7. "Tiny Town Tales"

Puzzle Adventure / Cozy

STUDENT PROMPT: "I am creating a game that is..."

- Single player, story-driven
- 8-10 hours of gameplay across charming miniature dioramas
- Solve environmental puzzles to help tiny residents
- 3D low-poly art style with handcrafted models
- Target platforms: Steam, Nintendo Switch, Xbox Game Pass
- Price point: $16.99
- **Budget: $72,000 (small team with focus on art direction)**

8. "Battle Royale Brawlers"

Multiplayer Battle Royale / Free-to-Play

STUDENT PROMPT: "I am creating a game that is..."

- Online multiplayer, 50 players per match
- Cartoon-style brawler with destructible environments
- Cosmetic microtransactions (skins, emotes, battle passes)
- 3D stylized art, cross-platform play
- Target platforms: PC, Xbox, PlayStation, Nintendo Switch
- Monetization: Free-to-play with $9.99-$49.99 cosmetic bundles
- **Budget: $280,000 (server infrastructure, anti-cheat, live service team)**

9. "Memory's Echo"

Narrative Adventure / Walking Simulator

STUDENT PROMPT: "I am creating a game that is..."

- Single player, story-focused experience
- 2-3 hours of gameplay exploring a surreal memory landscape
- Branching narrative with 3 different endings
- First-person, photorealistic Unreal Engine 5 graphics
- Target platform: Steam, Epic Games Store
- Price point: $11.99
- **Budget: $38,000 (solo dev with outsourced voice acting)**

10. "Fungal Frontier"

Metroidvania / Action-Adventure

- Single player, interconnected world map
- 12-15 hours of exploration in a bioluminescent fungal cavern system
- Ability-gated progression with power-ups
- 2D hand-drawn animation style
- Target platforms: Steam, Nintendo Switch, PlayStation
- Price point: $19.99
- **Budget: $95,000 (animator-heavy team, complex sprite work)**

11. "Speed Demons Racing"

Arcade Racing / Competitive Multiplayer

STUDENT PROMPT: "I am creating a game that is..."

- Online multiplayer (8 players) + single player career mode
- High-speed futuristic anti-gravity racing
- 3D stylized art with vibrant neon tracks
- 15 tracks, 20 vehicles (unlockable + purchasable)
- Target platforms: Steam, PlayStation, Xbox
- Price point: $29.99 with optional vehicle DLC packs
- **Budget: $140,000 (physics programming, multiplayer netcode)**

12. "Dungeon Chef"

Time Management / Restaurant Sim with RPG Elements

STUDENT PROMPT: "I am creating a game that is..."

- Single player with daily challenge leaderboards
- Run a restaurant in a dungeon, serve adventurers between quests
- Combine cooking mechanics with light dungeon crawling for ingredients
- 2D top-down pixel art style
- Target platforms: Steam, iOS, Android
- Price point: $7.99 (PC), $4.99 (mobile)
- **Budget: $32,000 (small team, mobile optimization)**

13. "Echoes of Elysium"

Turn-Based Strategy RPG

STUDENT PROMPT: "I am creating a game that is..."

- Single player, epic fantasy campaign
- 30-40 hours of tactical grid-based combat
- Deep character customization with branching class trees
- 2D character portraits + 3D isometric battlefield
- Target platform: Steam, Nintendo Switch
- Price point: $34.99
- **Budget: $175,000 (larger team, extensive writing and balance testing)**

14. "Pet Paradise Ranch"

Casual Mobile / Free-to-Play Farming Sim

STUDENT PROMPT: "I am creating a game that is..."

- Free-to-play mobile with energy system
- Collect and care for fantasy creatures on your ranch
- Social features: visit friends, trade items
- Cute 2D cartoon art style with lots of customization
- Target platforms: iOS, Android
- Monetization: Energy refills, premium creatures, cosmetics ($0.99-$29.99)
- **Budget: $110,000 (F2P economy design, social features, LiveOps)**

15. "Voltage"

Fast-Paced FPS / Competitive Arena Shooter

STUDENT PROMPT: "I am creating a game that is..."

- Online multiplayer focused (5v5 matches)
- High-skill ceiling with movement abilities and precise shooting
- Sci-fi aesthetic with clean, competitive-focused map design
- 3D realistic graphics, competitive balance priority
- Target platform: Steam, eventually consoles
- Price point: Free-to-play with cosmetic battle passes
- **Budget: $320,000 (dedicated server infrastructure, anti-cheat, esports features)**