

Jesus Take the Wheel

(aka Bee Rush 2)

~~APM minigames or something or~~

~~—“Jesus Take the Yolk”, “Jesus Hold My Beer”, etc~~

Sacrifice: Choice between which cars to control and which to let crash or hit obstacles

-Choke-points once you have many cars of a certain size

Win Condition: Infinite....?

Lose Condition: All cars are crashed, or prayer meter runs out

~~Single game with objectives (round based targets “save x number of y”)~~

Mechanics

Cars

- Each vehicle is assigned a hotkey (or click w/ mouse), press it to “take the wheel” and steer (w/ WSAD)
- Steering has a bit of autocorrect to help player (based on car type)
- Speed is not controllable but varies a bit over time
- Car types ex: Bus, motorcycle, jalopy
 - Bus is big and doesn’t veer much, can push other cars
- Sleep indicator - bar to show car is falling asleep (or maybe just drift vehicle)?

Checkpoints

- Reach Checkpoint -> choose between 2 cars to add to collection. Each car has different behavior (risk vs reward)
- Prayer meter that fills up at checkpoint based on cars that cross the checkpoint
- Prayer meter (timer) runs out as you drive between checkpoints

Obstacles

- Pedestrians (walking/bikes)
- Vehicles
- Pets

Level/Map

One big road where everyone is asleep at the wheel

Keep cars on the road w/o crashing

Warning arrows showing upcoming obstacles

~~Jesus has spells (duh)~~

~~-Can hit cars but won’t crash~~

~~-Keeps steering on the road but will crash if hits,~~

~~-etc~~

Increase number of cars controlled on each level

~~Score based on # vehicles passing checkpoint good feelings~~

~~Each Checkpoint has minimum score needed?~~

Reward/End of Game

Enhanced feeling of loss - show list or overview of all damage and deaths done

-Pan down road showing carnage and stories of the dead

Feeling of success with either Swole Jesus or Top Leaderboard

Get Down Mr President!

Sacrifice Objective: Keep Secret Service agents alive + President

High amount of body guards

Enemy is Muller, Target is get to Russia alive

Lemmings style defense for president escort

Drop ahead and plan out defense

Or

Drop during route (quick reaction)

Placement ring appears for limited time

Secret Service (Lemmings) block shots at president

Escort has planned patrol

Patrol should be able to spot shooter(s)

If not then you have to take a dive during patrol

Fog of war around patrol

-Cant see placement of enemies ahead of time

Wingman Sim

-Manage aggro by tanking for your friend

-Plays like moba

- Abilities?

- Flirt (wink)

- Send Text

- Grab? Stun?

- Flash?

-Get over here!

- flex muscles

- How many times can you “take one for the team?”
 - Need to recharge with beer leaving your friend vulnerable for a bit.
 - Just frames

[Soul] River Game

Crazy Styx Taxi-- Get “orders” for new people, then have to go through a city to get them, “bring” them to their destination, lose everything in transit when you “snake” crash, lose when all souls are gone? (This needs some additional mechanics? Or just quick play sessions)

Walled cities “deflect” the river first time

Forests that become “old growth” if left alone for too long

Etc etc etc etc....

Drown people for souls. Use souls as energy to grow life.

Your goal is to replenish life by killing people. nice.

River Bowling/River Peggle

-Pick a source and let gravity and obstacles take control.

-Maybe influence some things ahead like curling.

-Launch game at heart

- What is the overall goal?

Destruction!

Survival?

Allowing cities to grow, more people?

“Grazing” a city gives it life

Kill people to get souls, use souls to do cool stuff & spawn more rivers

Great Depression/Russia sim

-Choice between Vodka (heat) and food (life)

-Survive the longest you can

-Ties in trump tweets at some point

Busdriver Racing - Racing game where you have to throw away parts to keep the car light and speedy

- Moving Castle/Cities with, more ppl = better attack, but less ppl = better movement speed

Cannibal Dating Sim/Snackrifice

Tinder where you create ugly profiles to make your friend's look good

You eat your matches - or love them

RPG where you have to sacrifice one stat to make the other stronger

- No one is OP, you have to continually tweak your build to adapt to different enemies

Rogue-like where you continually get new power up options but can only hold 1

Hostage Rescue Game (90's Helicopter)

RPG where you have to throw out all your loot and equipment to win

Titanic Lifeboat Sim - each person has a different skill (like some are mechanics, medics) and you have to pick the ones that keep your lifeboats going a certain distance (while avoiding obstacles to keep user on toes)

Aztec Survival/City management - To make your city great you have to sacrifice people, but you need your city to be great to grow your population to have sacrificial material.

- If you don't have enough sacrifices, you will incur the Sun God's wrath
- You can ask the Sun God for more upgrades but it will need more sacrifice

Evolution game where you are the guiding hand of evolution and you cull the herd to make them stronger

- Puzzle based obstacle course, where the "cauldron" constantly spawns machines that are slight variations of the previous iterations
- You have to kill the bad mutations

https://rednuht.org/genetic_cars_2/

- What if you are trying to cause the evolution of homo neanderthals into homo sapiens

Bee Hive management game where you have to do whatever it takes to keep the Queen alive

Rhythm game (forget the theme) (someone said Jesus sin rhythm game)

"Racing" (maybe running away from some danger or actual racing) game where you answer math questions to move forward (sacrifice correct answer for speed/gas?)

Jesus Sim Platformer

- Jump in to take whip hits in front of innocents
- Play as Jesus, Buda ?????, Santa Claus, each w/ own abilities

Sacrifice Guess Who