**Game Ideas (… so far)**

**Contents**

1. [Contents](#Contents)
2. [Preface](#Preface)
3. Game 1 : 2D Vertical Scrolling Platformer
   1. Overview
   2. Rules
   3. System
   4. Story
4. Game 2: 2D Vertical Scrolling Shooter
   1. Overview
   2. Rules
   3. System
   4. Story
5. Game 3: 2D Puzzle Grid
   1. Overview
   2. Rules
   3. System
   4. Story

**Preface**

We were never able to fully implement a single game because: 1) we had other things to prioritize; 2) we do not have enough knowledge regarding programming games (especially things related to game engines, libraries, natives, and graphic animations); 3) we lack manpower. I am glad that we have found people like you who are willing to help us!

So far, Ivan and I have been generating some game ideas. We have been assessing each game’s feasibility (considering the level of our knowledge in programming) and we have been planning the gameplay such that it will be fun both for all players involved.

We have three have produced three game ideas so far. All of them are planned to be in 2D since we have no knowledge regarding programming in 3D graphics. With that, we considered and studied the basics of Slick2D, a java gaming library which then uses Light Weight Java Gaming Library, which then uses OpenGL.

The first game is a 2D Vertical Scrolling Platformer game. By vertical scrolling, we mean that the game scrolls upward instead of the traditional rightward scrolling (as seen in Mario). To get a good image of the game, imagine a vertical scrolling rockman/megaman. You attack enemies, avoid enemy attacks, and reach the top of the stage to fight a boss.

Five things make the game different from any other 2D platformer. First, and the most obvious one, is its one-dimensional vertical orientation. Second, there are bosses waiting at the middle and at the end of the stage. Third, each stage will be non-linear, as conditions of finishing a stage requires going through hoops, similar to the phone game Bounce, except it should be done in a specific manner. Fourth, a player can cast a spells which will clear all things visible in the screen. Lastly, fifth, the plot and character ideas are based on Filipino culture and mythology.

The second game is a 2D Vertical Scrolling Shooter game. It is under a genre of games in which the player controls a character, typically on the lower part of the screen, which shoots enemies down with bullets while avoiding being hit. This is very similar to the Touhou Project series and TwinBee.

In this game, each character has a set of skills which can be used in-game. The game also uses an HP bar instead of the traditional get-hit-once-and-die system. Also, all actions (shooting, using skills) require energy, thus planning and conserving energy will be a big factor in game.

The third game, also the most recent and least-planned one, is a puzzle type game. Consider PopCap’s Chuzzle. You have a grid, each cell containing a single color. You move the tiles so that you form groups of the same color, which then clears out.

However, we have planned to make this game a versus-type instead of the puzzle type. In this game, you have an enemy. You control a character which sends attack every time you clear tiles. This way, the game can be played by either planning the moves carefully to clear more tiles to deal more damage, or to clear tiles as quickly as possible to barrage the enemy with attacks.

Now, these three games are simply ideas. These are subject to any changes so long as majority agrees with it. We can still generate more game ideas, like, maybe we can make 3D games or so.

Thank you for your cooperation. Thank you for reading this. God bless you!

More details regarding these games will be released later. This is incomplete.