**Ideas for the game – WEB14205**

**Idea1**

The idea that I have for this is all about creating something interactive for the user. I think it would be good to make something a little bit similar to the spent game I played. By placing the user in the shoes of the murder maybe, and all the decisions he would have made up until now are giving to the user. So depending on what they make the character to they could have a different ending.

I think this could be done in two different ways. For example with having it has a text based game or having it so they user would have the same screen that the murder would have. Or the second way could be to have the user as a first person shooter maybe? So its like they are actually moving around in a separate reality type of thing. This could be more interesting to play maybe.

**Idea2**

The second idea, which I have, is a bit of a cat and mouse style game. So at the start of the game you can pick who you want to chase, for example; at the start of the game you get to pick if you want to be the blogger and the police chasing the murder, or if you want to be the murder chasing the victims. Then for the rest of the game you go on a hunt to find them and either try to capture them and put them in hiding or put them in jail depending on what option you go for at the start of the game.

I think that this could be done in two ways for example a more of a pac man style or Mario brother’s style of chase where you collect things along the way that can help you. Or have more of a GTA type of feel to it where the user is able to walk around and is a bit freer to create their own narrative and develop their character a little bit further. This could also give them the ability to use the assets around them to help them to achieve their goals. This could also be a little more engaging for the user as well.