Game Development foundations Game-10003-02 flow chart You wake up In Basomet Harror Chamc Metal Hallway Door Stails Chase Hatch Run Hurt Youre Bathoon Front Hide Hole Leg Door Metal Phone Backber Path Run Death Hide Death Collect Woor fonce Shed Supplies Surviva Ucath Stairs Lader Chuse theot Muze Supplies Surve Runout Chise Ocath Fusc FuseBox 3 Wrong Survie Charles Math Rible - 1-2-3, - Laddor Death Survive 3 wrong Death

Idea B - Samily fixed

family fixed Style text adventure where you try to answer the Most Popular
answers to Questions

Correct answers increase your Scale

Idea 6 - Night at the Amusement Park

-You & your friends decide to hide in an amusement Park so you can explore at night

- Ride as many rides as you can before getting Caught
- The More rides you ride, the greater the scare at the End

Game Development Foundations Game - 10003 - 02 Process Work

Idea () - Bank heist

You & Some Friends decide to Rob a bonk
PI-Make Correct Decisions to get into the Bank without being Caught
P2-Once inside steal as much as you want, Dut not too much or too little
- If you stole too much you get caught
- If you stole too little your friends tunn you in

Idea @ - Horror Game/Escape from Killer
You awaken chained up in a Basement after a night at a bar
Escape the Basement before your Captor Kills you

Idea 3 - Baking Competition

You are Competiting in a baking Competition, you must choose the Correct ingredients & follow proper Baking Steps to Win.

Idea @ - Supermarket

- You input Money
- Go around the Grocery Store buying things without going over your available funds
- You have to buy essentials
- Oon't spend more than you have