**3 Game Ideas**

**Brainstorming Aspects:**

Sacrifice

Gameplay impairment through choices

Dark, gritty

High stakes

Proving yourself worthy

No traditional love story

Descent (morally / physically)

Horror

Love for a thing or concept

Jazz mutations

Restrictions of space

*Different Formats*

*Exit Option*

**Eradication one step at a time:**

The world in 20 years is at war with a highly unpredictable alien species

You play as a government Agent that has just been given a very important information.

In an attempt to extract the information a scout troop (ship) of the aliens took an entire building block and brought it to a remote and controlled space.

The player now faces a disturbing situation: Each day that passes the trapped building block will be scanned by huge and merciless space jazz tentacles that steal a couple of human beings from out of the block to get the right information. In between these situations the player can talk to the ever more frightened others.

The player now has to decide how long he will hold out under the circumstances, hoping that he might be saved by a human patrol. He may sacrifice others to ensure his survival. But the others in the building block may also start to hate him.

There may be other key characters holding everything together, which will lose their lives over the course of the action.

The Human Characters might be portrayed in 2D while the building block is 3D.

**Quid pro quo.**

You’re in a pretty fucked up situation: Someone has kidnapped you’re partner and is pressuring in a perverse way: The kidnappers knows that you can’t pay immediately for a release sum because you’re not a wealthy person. Also it is quite dubious whether it will actually cause you’re partner to be released. However the kidnapper says that for each passing day that you haven’t paid either you have to sever a specified part of your body, or he will take it from your partner and send it to you.

In the meantime you may try to raise money, try to pay private investigators etc. to work towards ending the terrible standoff. However if you sacrifice more and more of your body all these tasks may get much harder to do. Your job may fire you, you get less presentable. This may be presented in small dioramas in which you can walk about and talk to people as well as see repots. The underlying gameplay is that of a management sim. However in the end of the day you will either have to cut yourself or face the consequences (explicitness is negotiable here)

Sometimes you may have to sacrifice parts of your partner to even be able to keep going.

The game would feature a small amount of randomization to make it less obvious what is the right path and the right choices. After a certain number of days the game will end by either the certain death of your partner, finding the kidnapper and freeing your partner or you having sacrificed yourself completely with a faint hope given that at least your partner will survive.

**Traces of Abuse.**

You are in an abusive relationship and the game tries to emulate how this spiral of abuse is working. The gameplay is 3rd Person and you have to do everyday things, which increasingly get harder because you have to hide the traces of abuse from the public. This symbolises the downward spiral the main character is going through. Over several iterations the process will turn everyday things like shopping into a stealth game with ever creepier assets. Exposing your traces will reduce your mental health which can ironically only be replenished once your home. The player then will see depictions of happy moments together, which however will be cut off by further abuse. This will also reduce your overall health. Exposure in the real world may also cost you job and friends, with exit options becoming fewer and fewer and which can only be taken if you still have enough health.

The big question now is whether the main character can make it out of the system before the protagonist collapses.