**Ideas for Project**

Common elements that should be used:

* Sacrifice
* Gameplay impairment through choices
* Dark, gritty
* High stakes
* Proving yourself worthy
* No traditional Love Story
* (moral/physical) Descent
* Horror
* Love for a concept or thing
* Jazz Mutations
* Restriction of Space

**Idea #1 - Feronia**

Story/Themes:

After being the only survivors of a devastating natural disaster, Firim and her kid brother Karim only have each other left. Remembering an old fairy tale passed down by their late parents, they embark on their journey to the underground paradise of Feronia, hoping to find a safe place to live there. With that, they embark with only each other, a small amount of rations and one sword. Reaching Feronia unites them with their parents and grants them access to the paradise and happiness they were searching for, while death of either character beforehand will be considered a bad ending.

Gameplay:

The player’s main goal is to reach Feronia, which is stationed at the bottom of an old cave system. The game features a 3rd person perspective, with Karim riding on Firim’s shoulders. While monsters/threats are present, combat is very scarce as every single wound has big impacts on the gameplay. If e.g. Firim’s eye is damaged, half of the screen would turn black, forcing the player to rethink their strategy.

Combat would be semi-turn based, with players needing to win an RPS-like game in order to proceed unscathed. However, the player is encouraged to avoid combat in favor of stealth, as combat is very dangerous and can be very resource-draining

Karim is not just decoration in the game. He can warn Firim about threats and show the direction they are in.

Both characters have a stamina meter separate from their health which will cause them to lose health if empty as well as make all their actions slower. This bar depletes very slowly over time, urging players to find food, which can be found at certain spots.

Influences/References for better visualization:

* Severed
* MGS 3

**Idea #2 – Factory Simulator**

Story/Themes:

An unnamed, faceless man has worked his entire life in one factory, doing the same tasks over and over again, going home to his family only to prepare for the next day of work. Despite how mundane this might sound, he was satisfied. One day, he sees a documentary about the life of a freelancer, the risks and opportunities it can bring. Thinking nothing of it at first, he goes to work the next day, but something is different. The workplace he has known for so long feels much more sinister and restrictive than before.

As his mind is caught in the conflict between his and his families livelihood in form of the factory job and his horrific visions and hallucinations at work on the one hand and the promise of salvation by quitting and starting fresh but risking everything on the other hand, he has to face the question: How deep is your love?

Gameplay:

The game is a 1st person game in a very simple 3D art style that can be added to and warped/distorted easily. It puts the player in the position of a factory worker performing repetitive tasks for a set amount of time after which he receives his earnings and heads home to his family where he can prepare for the next day by relaxing and regaining his sanity.

The goal of the game is to gain enough money to safely quit your job without risking the livelihood of your family. However, reaching this goal is difficult with the factory slowly transforming into an image of hell in the characters mind, providing distracting and horrifying hallucinations and visions.

If the player fails to meet his daily quota, he will receive a penalty from his boss, meaning a pay cut, as well as one strike. Should he get three strikes, he will get fired without having earned enough money. Additionally, the player has a sanity meter which is decreasing over work time. This can be replenished during the time at home with his family. Should his sanity deplete completely, the character will quit his job at that moment, ending the game as well.

Influences/References for better visualization:

* FNAF
* Stanley Parable
* Amnesia
* One late Night
* Slender Man
* Overcooked (not really, but maybe)

**Idea #3 - Life**

Story/Themes:

Welcome to the life of 11-year-old Earl. As a reward for his third perfect score at school, his parents give him a high-end PC to use however he wants. Without any supervision, Earl explores the possibilities of this new world, not realizing that something inside of him is slowly changing because of it. Thinking himself above everything, he slowly comes to know the real dangers and advantageous of owning a computer.

Gameplay:

The game takes place on Earl’s desk alone, with the monitor of his computer in the center. The game will go over several days, giving the player the option to continue Earl’s previous normal life or shift his focus onto the computer and his new life. In order to achieve an actual conflict within the player, stacks will be set in a way that either choice claims a sacrifice of some sort, and neither extreme will result in a satisfying conclusion.

Every day, a timer will be running continuously in time-lapse. During this time, the player has large freedom on what he wants to do (Play a game on the PC, study, surf the internet, write in a forum, eat, etc.…)

Earl’s well-being as well as the timer will be openly visible in the beginning, however the more he absorbs himself into the virtual world, the more these stats will vanish, with the player needing to make the conscious decision of what is best for Earl at what point.

Influences/References for better visualization:

* Orwell
* Papers Please
* Unfriended
* FNAF