**Brainstorming Session – notes for 25th September 2018**

Narrative – Mental Health Text Based Adventure

* The narrative has to be something that’s relatable to players
* Branching narrative – as the player walks around an environment, there are multiple paths to choose from depending on the player’s answer, all but one path is blocked off.
* Start the narrative with something very shocking (conflict)
* The player is the author of this book, as it’s a branching narrative this means that the author is changing the story as its written depending on what the player chooses.
* Somehow revealed at the end that the author was writing a true story about what happened to their friend who was struggling with mental health. The author regrets how they dealt with the situation so he/she is trying to change the outcome of the story
* As the player chooses an option, the author can be narrating the game and reacts to the player’s choices. If the player chooses something positive the author is happy, if the player chooses something negative, the author is unhappy. (tears drop onto the page)
* Each time and option is chosen, the page turns to the next part of the narrative.
* 2d art style idea – book pages are cut out in the middle with floating text. There is an environment around the edge of the page that either the player can walk around or where animations can be playing.
* Last page says “in loving memory of.....”
* Look at Stanley Parable for inspiration
* The condition of the pages of the book change depending on the story – if it’s negative, pages can be damaged and dark, loose colour and blur

Chinese New Year

* Zodiac animals – rat, ox, tiger, hare, dragon, snake, horse, sheep, monkey, rooster, dog, pig.
* Each animal interacts with the surroundings to progress through the level
* Start off with just one animal, then each ‘mini boss/objective’ that is completed, the player has the chance to switch animals when they need to
* From the start of the level there will be places where the player can take the character back through the level and get collectables which they couldn’t reach before, due to not having the animal they need before.
* Chinese shadow puppetry for the art style

Puzzle Game – Co-op

* Time limit, instead of a timer, there’s something chasing after the players to add pressure
* Fog of war to illustrate when the chaser is getting nearer
* Really simple puzzles at the start so that the players can understand the game space and affordances – acts as a tutorial instead of having rules
* Doesn’t have to be human characters – mice running away from a cat
* Core game loop – analyse, communicate, interact, solve, progress
* Each puzzle gets harder; some puzzles can be repeated but at a higher difficulty
* Optional collectables to risk getting in the level, which will take up more time, increasing difficulty. These collectables could be pieces for narrative.
* Does it have to be co-op for 2 players, can one person play the game and control two characters as coordination rather than communicating with another player