**Brainstorm**

**Story**

New ice age causes humans to take refuge in a new place.

Three friends promised to meet each other. Every segment plays one of the characters and tell their story.

In the last scene all three characters are reunited.

Scene 1: Beginning

Scene 2: Travel

Scene 3: Ending/Reunited

**Game concept ideas:**

“Cartoony-ish” style (see Styleguide)

Two segments of the game, beginning and end.

The first loading screen is a newspaper that tells the state of the world.

The second and third loading screen is a diary of events that happened.

**Must have:**

Character model

Animation

Movement script

Environment

**Should have:**

Extended environment

Loading screens / animation

Health

Sound design

**Could have:**

NPC (model)

Interactive environment

**Would have:**

Story

Voice Acting