LDJAM 37 @Ybalrid document.

Theme :  One Room

Ideas :

* Make a puzzle « escape the room » game
* VR would be super cool but not this time
* I like the idea of being inside a spaceship, because space
* “Escape the exploding spaceship”, or an “escape the exploding planet” like at the end of Metroid games?

Design considerations:

* Made with unity to save time (Learned from my first LD: do not spend half of your 48 hours writing “engine code”)
* 1st person 3D game (I can model, but I can’t, for the life of me, draw well)
* Work on game design before working on “design” (you’re a programmer, not an artist, you dumbass)