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?
* Player’s character has to escape some place. Stuff can kill him if he doesn’t react fast enough
* The spaceship computer is your enemy (kinda like HAL9000 or GlaDOS)
* At some point you’ll have to unplug the computer, 2001 style
* You’re in weightlessness, because space, unless the spaceship is moving (Think about Einstein’s elevator thought experiment).
* ~~Have to look how to change the gravity vector of Unity’s physics (0, 0, 0) if it’s not accelerating, or –shipAcceleration if it is!~~ DONE
* No need of an inventory system. Stuff can just float where you left them

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)
* May it VR “convertible” after the fact but not make a VR game right now, because most people will probably not be able to play your VR game