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
* Talking computer?

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 put 1st person camera rig to the to-do list

Scenario:

You are locked inside your Spaceship bridge, you are alone. The ship computer has gone mad. The commands will not work. You need to find a way to de-activate the computer, to do a manual override of all systems’s security and and solve the situation.

You have a space suit, but you don’t have the helmet, and the computer cut the life support. You are really limited on time, and any errors will be fatal.

As an astronaut, you’ve learnt to keep your cool in the worst of situations. You should be able to save the day.