

GAME PROJ UPDATE 1 OUTLINE

Goal

A game I can lay down and play for like an hour before bed, something to both shut off to but that is active enough that one session isn't like the other, or sessions build on each other.

Inspirations (conceptual & gameplay)



Viva Pinata (Trouble In Paradise, specifically)

Why?

I've been using this to chill out before bed recently; the combination of the colorful, vibrant visuals with the ultimate goal of building the perfect animal garden is very soothing. The act itself, of tending to animals and plants, landscaping, is literally a virtual replica of real-life garden-tending.

Nurturing things, looking after things; not an ounce of this game is about the player. The player is spoken only in the context of gardening, the player has no backstory, no real future, they exist only in that moment, and their only purpose is to look after things. It's kind of a great illustration of existing in the now, not thinking about the past or future, which is about as soothing as a pre-bed ritual can get.

Screenshots:







Tetris CDi

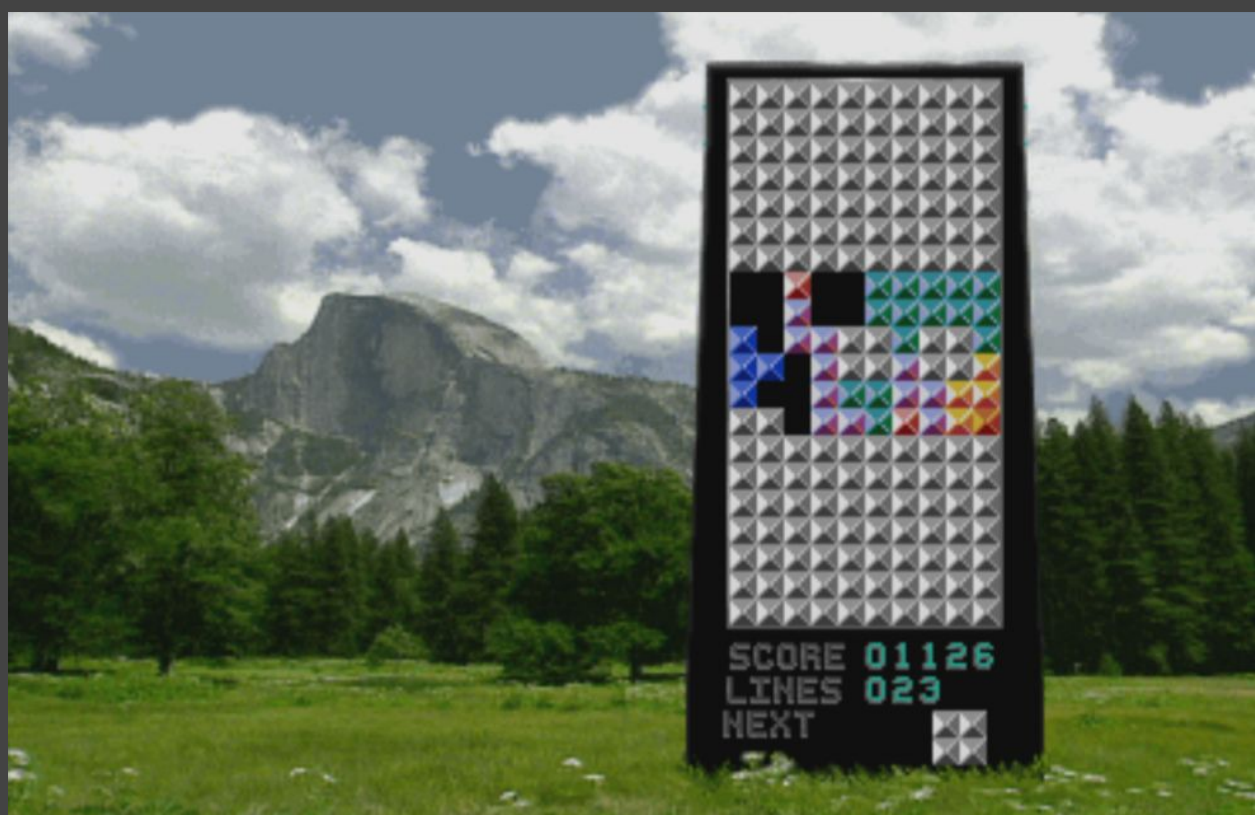
Why?

I had no idea this existed until someone sent me a song from the soundtrack a year ago, which basically sounds like 80s easy-listening but crunched down to CD quality. Analog tech has a bit of a soothing side to it for me, a feeling of warmth that ties everything together. And Tetris is a great game when it comes to quick burst sessions of gameplay; something you can pick up, play a few rounds then be satisfied and put it down without committing to hours of gameplay.

Gameplay-wise, Tetris inspires logical, rational thinking, nothing too intense or emotional or thought-provoking. Again, although you may plan ahead slightly, you're really just dealing with the blocks you've been given and making the best out of that situation. It's a nice metaphor for coping with the current moment as easy or hard as it may be.

The aesthetic presentation of the game is one that I believe drives it home. It's hilarious yet so relaxing. Horrible quality full motion video takes up the background, parts of it moving and parts of it static, looping every few seconds in a way that isn't even seamless. The game is played on a giant black monolith for no real reason either. None of it is really explained and it doesn't have to be. You're existing, playing tetris in these serene locations with music so easy to listen to that the only way you'll lose a round is by falling asleep.

Screenshots:



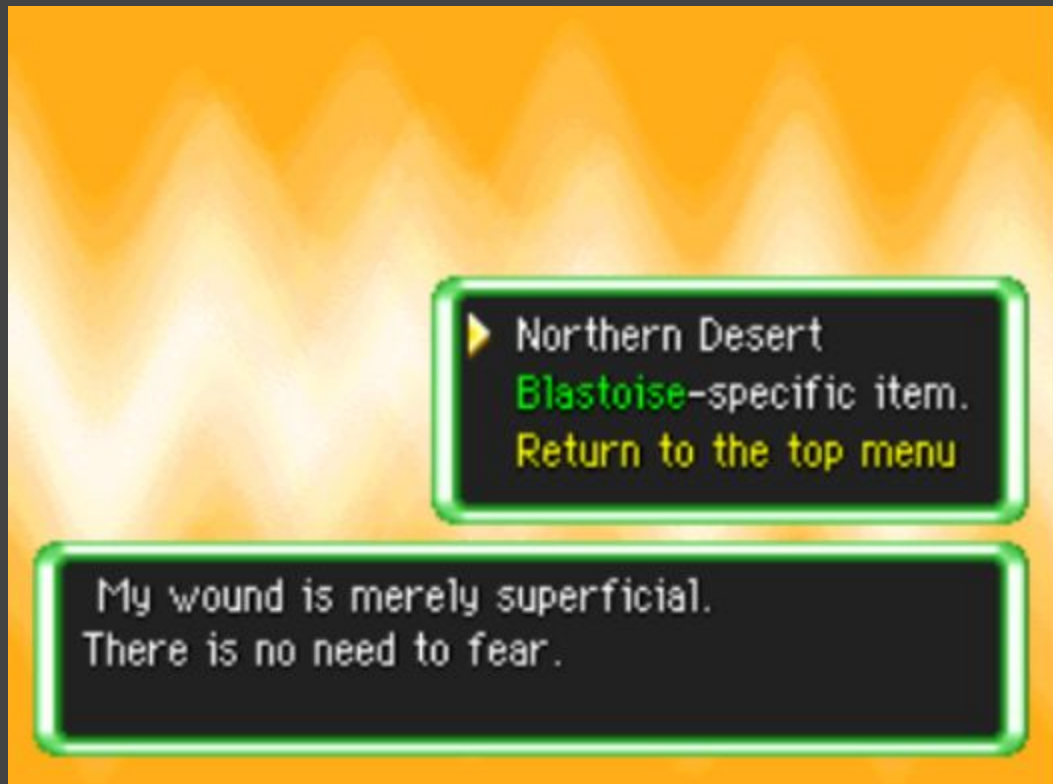
Video:

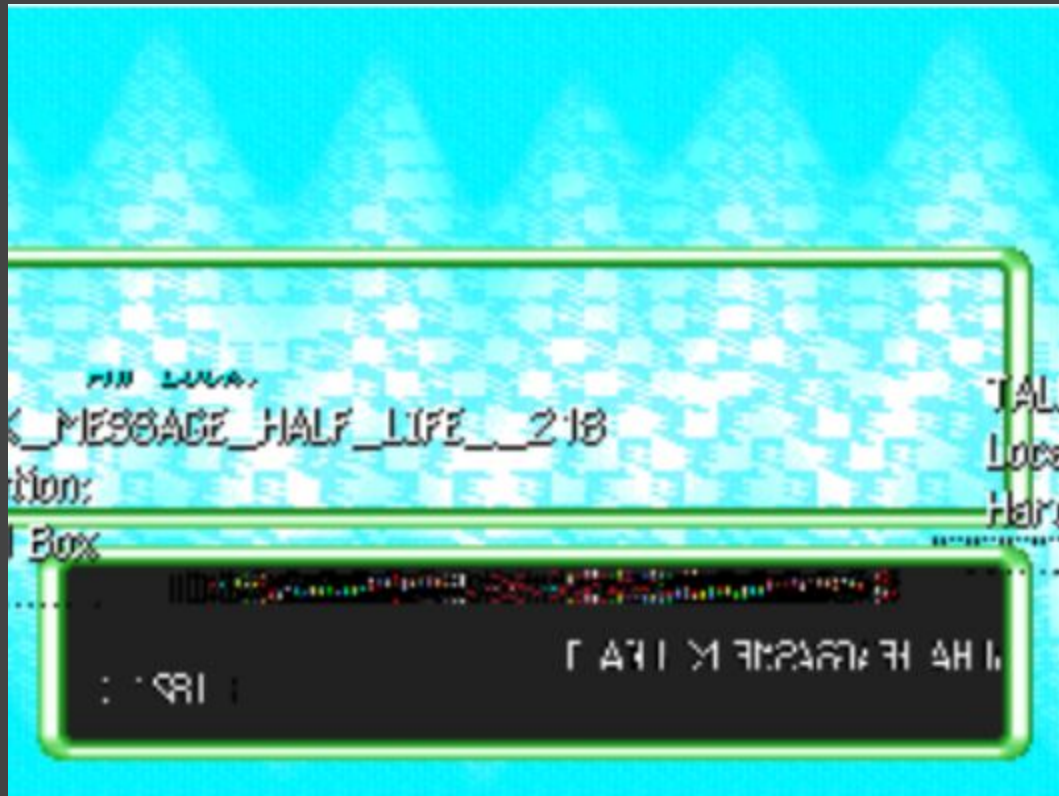
<https://www.youtube.com/watch?v=KoCFToFstSY> Tetris CDI

IDEA 2

Goal

Take a well-known format and visual look, (like Pokemon's battle interface), but mess it up and make it unfamiliar and a little bit unsettling.





Idea 3

A game preview generator that creates a magazine-like scan of a sequel to a popular game.
 le Mario vs Goku Super Sluggers: Legend of the Seven Stars 3D Rumble

Combination of Namco Museum & the above idea: A museum of randomly generated games, each room has a static scene from the game. Good way to work comedy into it?



We already brought you a report on *Turok 3: Shadows of Oblivion* in issue #86, but here's another tantalising taste for you.

In Turok 3 you'll experience the best adventure yet as you travel through all kinds of new environments with an arsenal of weapons both old and new. You can play as two different characters, each of which take very different paths including one through the Lost Lands from the original Turok. Improved graphics, sound and gameplay will make this the best outing yet!



Inspirations (visually)

Namco Museum



<https://www.youtube.com/watch?v=MiCw05JP2yI>

<https://www.youtube.com/watch?v=UIAtxCl1pQg>

https://www.youtube.com/watch?v=MIA_-o-mjbo&feature=youtu.be&t=22 Namco Museum



NOTES:

- Give an example of an instance of a design choice (ie if there are puzzles, give an example of one)
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