Hello All. To organize our thoughts here is a master sheet where we can throw our ideas together and start crafting our masterpiece. There are tons of considerations and the sooner we shape our vision the sooner we can start moving in a direction Keeping in mind we only have 4 weeks to go. Preferably use different colors for each person’s ideas. We are more than able to move to something more technical than Word.

Feel free to lock in ideas by indicating “confirmed” next to popular points. For now, I think everything is still pretty open

I am going to just barf a whole bunch of stuff out. Definitely not limited to or have to use any of the ideas here. Add categories or elements as they come! It could end up being about a student rabbit trying to throw their printer out the window!

Available Themes  
\*Bullet Hell  
Fantasy/Greyscale (With the occasional Hyper contrast)

* If we did the greybender thing having some type of super (akin to avatar state), hyper contrast would work perfectly
* We could do something that involves bringing color back to the world after it was taken by some grey/black and white villain, or maybe the villain wants to keep all the color for himself.

10 second gameplay – would rather not do this one (I agree)  
Other

Mechanics  
Turn Based – can’t be turn based if we do bullet hell  
Real Time  
Stop Time   
Puzzle  
Action/Platformer  
\*Levels or Continuous – continuous would be better, wouldn’t need to design actual levels  
Procedurally generated levels/maps? Too ambitious?

RPG – mixed feelings about this, skills/abilities can be a bitch to balance  
Board/Card  
Strategy  
Driving

Player Perspective  
\*Top Down – if bullet hell, would prefer it like this (or 3d and 3rd person cause that’d be neat)  
Side Scroll – Flat  
Side Scroll - Arcade  
Platform or Flight – flight if 3d  
Isometric  
Third Person  
Zoom Level for all of the above  
First Person - nah  
3d? Maybe ambitious – unity handles this well, if we don’t mess with the camera too much.

Orthographic 3D – It is explained here <https://docs.unity3d.com/Manual/2Dor3D.html>

Environment  
Space  
Boats - nah  
Farm - nah  
Forest  
Cave  
School -already here enough  
Castle  
Indoors  
\*General Fantasy  
\*General SciFi  
City  
Trees and Branches :p if only.  
Small/Miniature

Player Power Origin (Projectiles)  
Technology/Physical Weaponry  
Ninja Stuff  
Magic/Deity  
Biology/Mutation/Goo  
Elemental  
Pets?  
School Supplies -STAPLER! STAPLER! STAPLER!  
Light  
Ink  
The power of dank memes

Technology Level  
Pre-Gunpowder  
Colonial (Flintlock/Early Gunpowder era)  
Steam Punk/Clockwork – pls no  
Modern  
Future (Lasers Pew pew)

Antagonist Characters

(Im stuck on Grey themed so far) – morally grey characters would be great, but that means writing one  
Incarnations of :  
Boredom – with greyscale this would be kind of amazing  
Pacifism  
Quiet  
Procrastination  
Balance/OCD  
Age

Potential Playable/Allied Characters  
The Brothers Grey (4?)  
Graybelle, Tender of the Gravens (Im building this one even if we don’t use it. Got a good idea)  
Black, The Grayscale – personal favorite  
Bleat-Bert the Wonder Goat – contending with black.

The Other Side  
Grey Nation – but which grey?  
Black Rain  
Fog/Smoke/Soot  
Dark  
Dying batteries/Fuel Shortage  
Virus

Primary Race  
Humanlike  
Mammal  
Insect  
Reptile  
Cube. Everything is cubes.