Game genres:

* Platformer
  + Oversaturated
* Survival
  + Ex. Muck/Minecraft
* RPG
  + Need to add LOTS of lore, quests, sidequests, very difficult
* Fighting
  + Gets boring after a while
  + Need a brand
* Moba
  + Oversaturated
* Racing
  + Oversaturated
* Sports
  + Remix sports(powerups,bobbleheads, etc…)
  + Not that fun to make
* Single Player campaign
* Party Games

Game Ideas:

RPG:

Survival:

* What we wish they had:
  + Lore
    - 3 factions
      * Actually Unique
  + Quests
  + Balanced Progression

Party Games:

RPG/Survival Game Ideas:

Small details of the game:

* At start you can choose between three different characters, each gives slight bonus to a certain stat
  + Later on you are able to get items that allow you to harness stats of other characters

Lore Idea:

* Space alien invader theme
  + Overview of plot: An evil alien race (maybe a more original bad guy??) is trying to take over world, they destroyed your home planet and killed your family but you survived, you need to stop them
    - Maybe bad guys are your family possessed by dark energy spirit
    - They tried to destroy earth with meteor but it hit your rocket instead
    - You need to collect the legendary crystal from earth that the bad guys are trying to collect for power
  + You start off on Earth with a broken rocket ship, not sure how you got there
    - You have a vague memory of destruction and screaming
    - First stage of game is to go around and find raw resources to rebuild your rocket ship (incorporating survival genre) while maybe interacting with NPC’s for quests/parts (incorporating RPG)
      * Hidden easter egg/sidequest where you can get a stronger rocket part that is not required to beat the game but provides some advantage
    - Second stage you head off to space
      * You intercept a radio message of the bad guy and you learn about their plot
      * Your rocket ship breaks down, you need to repair it in space (relatively short portion of game probably)
    - You land on an abandoned planet with few survivors
      * Here you learn more about the evil aliens’ plot and have to get more resources to become stronger
    - Eventually you have to go to different planets and get certain items to defeat bad guys? (Maybe infinity stones sort of thing)

**Final Game Idea:**

Lore:

You are trying to destroy earth for your race but your ship breaks and you get amnesia. You land on earth need a get resources to rebuild ship. On the way to first dungeon which contains some valuable part you need for your ship you get hints that your race is conquering on earth.

Goal of game:

Defeat your own race of conquerers

Mob AI:

Player Combat:

Classes/Abilities:

Interaction of player with environment:

Currency: