Brackey Jam 2025 #1 - Theme: Nothing can go wrong...

Idea #1   Finished: X

- Normal day where everything goes wrong
  - Factory
  - Bridge destroyed
  - Asteroid

Idea #2

- Out of nothing appears something but
  - grenade randomly comes into existence

Idea #3

- Literally nothing can go wrong
  - reverse of 'wrong happens'

Idea #4 — Name: Running Late

- Interview
  - positivity but everything goes wrong
    - Speedrun time trial game: how quickly can you get hired against the odds
    - show up to wrong interview, time trial to next
      - Surprise twist [similar to Peach is in a different castle]
      - player thinks they won
 - gameplay loop [4-5 minutes, total time to do everything]

  house [
  1) wake up to a mess [night before was organized, tornado caused it]
  2) get ready
  ]

  city [building #1 [
  3) go to 'interview'
  4) building #1
  5) wrong interview twist [adds more time]
  6) go to actual interview
  ]]

  building #2 [
  7) finish [going into office: "Right on time."]
  ]

  - obstacles
    ### House
    - searching for misplaced items [start off in briefs]
      - implementation: random placement in predetermined possible locations
        - ex: tie can 'spawn' in kitchen
      - checklist

      visible on player sprite on collect [
      1) pants
      2) shirt
      3) shoes
      4) watch [activates clock/shows timer]
      5) goodluck rubber ducky
      ]

Room 1 — Room 2 — Room 3
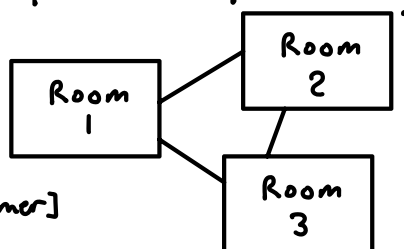
Same scene, player teleported when enter door

Kristijan Zvonarek

- item's highlighted

City

- platforming: Construction, celebrity meet-up, roads closed
- visit #1: move right (——>) through city
  - on the way to 'interview'
- visit #2: move left (<——) through city
  - on the way to interview
    - happened to be the large corporate building next doors

platforming must be possible both ways

Building #1

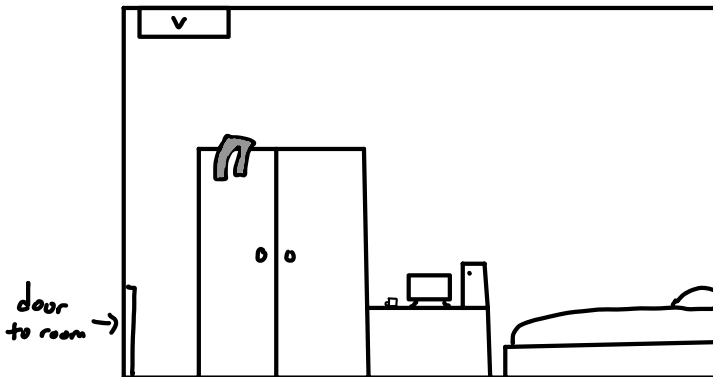- elevator broken, no technician, stairs under construction
  - elevator wire puzzle
    - randomized
- go up elevator w/ elevator music
- receptionist says: "We don't have you scheduled."
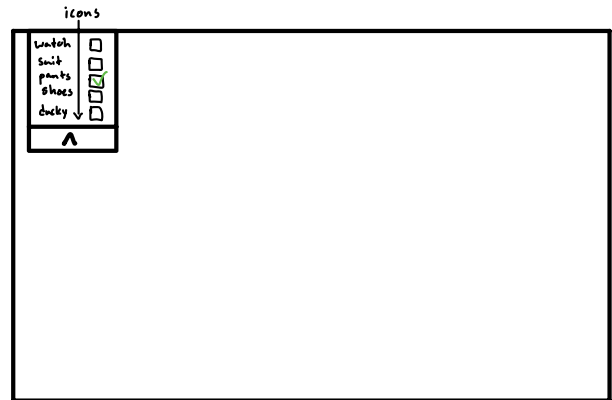- go down elevator w/ elevator music

Building #2

- Actually Nothing Can Go Wrong if here on time
  - reach goal: interview with outrageous dialogue choices
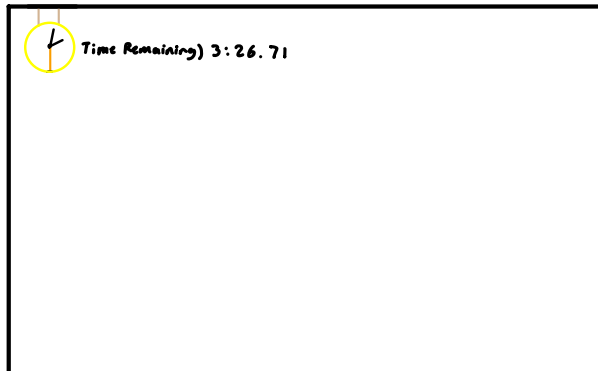- if attempt to enter first player will say: "I'm sure that interview is next week."
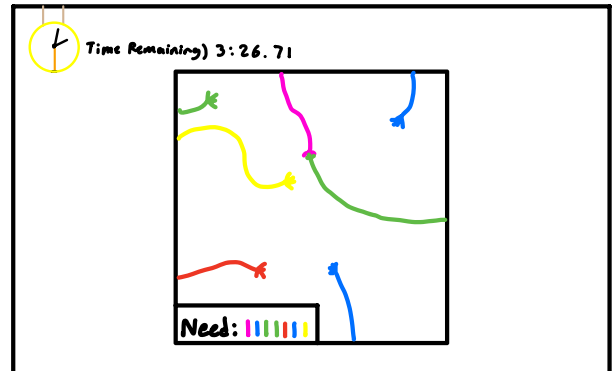
○ UI

- House

door to room →

- House

icons

watch
suit
pants
shoes
ducky

- Everywhere Else

Time Remaining) 3:26.71

- game over

- Elevator

Time Remaining) 3:26.71

Need: |||||||

- game over

○ City Platforming Design

- jump pad
- ladder
- two-way platform

Kristijan Zvonarek

Actual
Interview

Sign

Start

← roadblock

construction →

Kristijan Zvonarek

Sign

Sign

roadblock

False
Interview

Kristijan Zvonarek