

# Initial Game Concept

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Team #1: Dream Indie

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Name of the new IP: Birdie

Question:

Do you have the courage to migrate in a direction that no one else is considering? Can Birdie--despite being inexperienced--overcome the hurdles to follow its heart into unexplored territory?

Mission Statement:

It's an 8-bit metaphor of a real life aspect viewed from a young bird's perspective. It represents going against the clouds being a necessary part of life toward one's innate purpose. Only two buttons are used to control the character. It is intended as a light hearted reminder that courage comes in different forms and it is for those looking for a simplistic, relaxed, mobile-like experience.

Genre

Arcade Infinite Flyer or with levels. The young bird needs to avoid all the obstacles.

Game Setting

- The aesthetic of the game includes two-dimensional 8-bit pixel art with bright colours to connect with the main character's young age. It should also look calm.
- The feelings that can be invoked are travelling through unknown territory, valuing one's own differences and leading with one's heart. This is achieved with a focus on the player's unity of purpose and action with the character.
- The environment includes the sky as the background, possibly with a parallax effect. The main character and the obstacles are in the foreground.
- The objects are the character and the three obstacles: airplane, other birds and high branches
- The location is the sky with a possible panorama that changes over time through day cycles. That will give a sense of exploration as the character rests for the night.
- Character design is 8 bit, The facial expressions can change but not required
- For an unexplained reason, Birdie's natural instinct with migration is in the wrong direction. This sparks the character's call to action by acting on it for the first time this year. With heart, it goes on this adventure.