



- Core Elements**
- Map To Explore (revealed on map once explored)
 - Backtracking: Dead-Ends that can be unlocked by doing/getting something somewhere else on the map
 - Enemies, Creatures, or interactables that are alive and possibly dangerous
 - Usually some type of checkpoint system
 - Verticality

Ideas

React to ideas

Upvote ideas

Story Ideas :

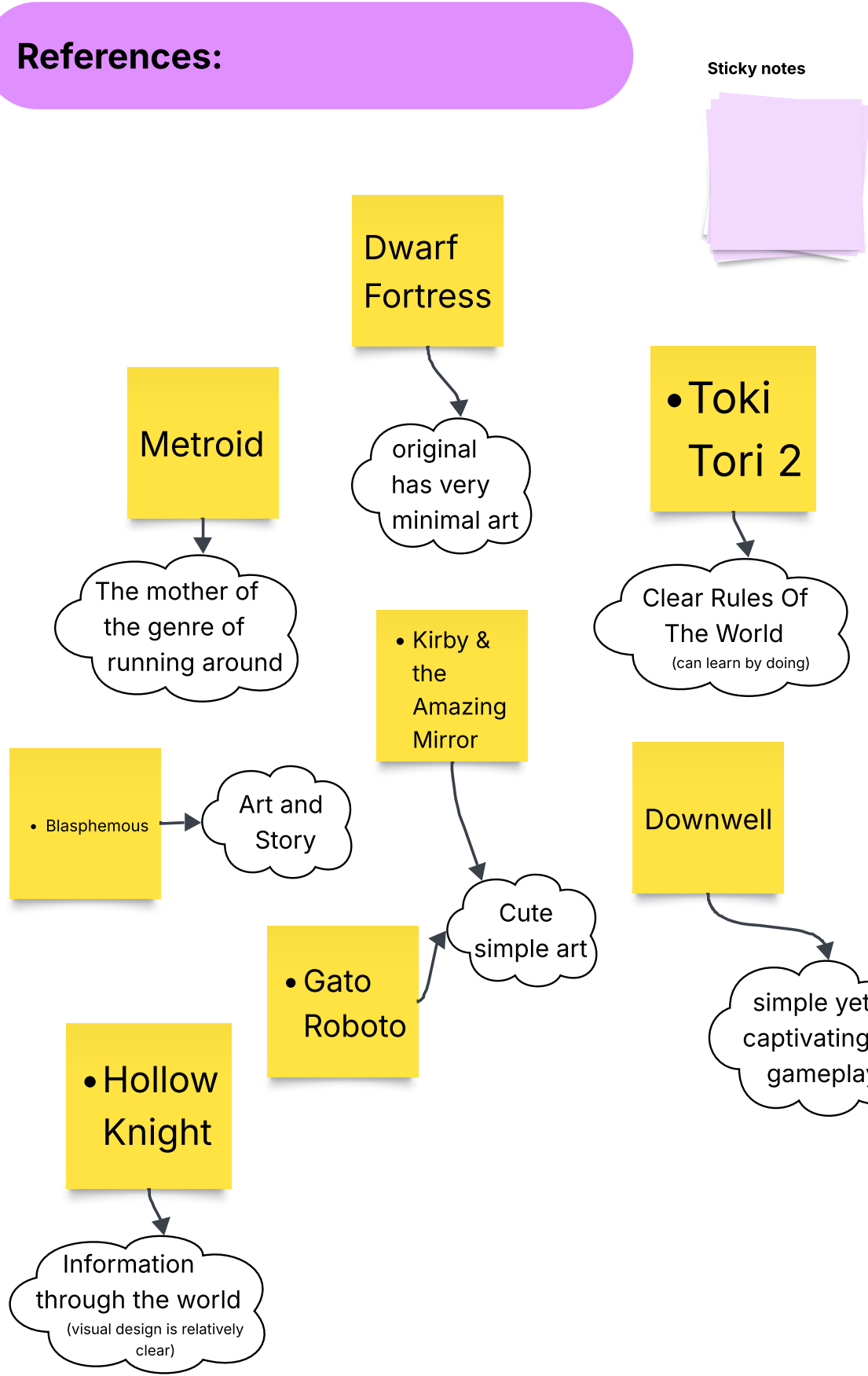
• We are a zombie and we need to eat brains to gain intelligence and consciousness, a grim downward path awaits us.

• We are a defected zombie, who has to run away from other zombies

• We are a kid following the traces of toys and imagination friends to look for mommy

• Trapped on a space ship with hostile aliens (space but dead)

Alice in wonderland



Our Core Values

Relatively Easy for strangers to play

Fun To Make

cute

small scope