**TOPIC: Something’s Missing**

**Initial Brainstorming:**

-Time limits

-Mazes

-Puzzles

-NPC quests

-Board game style progression

-An enemy slowly follows the player character around the map and you have to keep moving or the enemy will catch you

-Races

-Defend a home base against enemies

-unique game interactions and mechanics that make you think rather than fast paced action games

not necessarily a programmer or designer but i do want to drop in and say that i've really been digging "knowledge as progression" games a lot lately bc they make me feel like i'm accomplishing progressing as a player rather than leveling up a discrete character, and having the mechanics tie in directly to that knowledge acquisition is satisfying... it's a very rewarding experience and possibly interesting for narrative designers. stuff like return of the obra dinn or outer wilds. also the upcoming deathloop looks like it'll be a kind of narrative puzzle game

obviously i totally get if you guys aren't into that style of game but just wanted to throw the idea out there

^^ theres an amazingly designed game series along these lines called the Zero Escape Trilogy, where alongside completing puzzles, you have to travel to different timelines to gain different information to get a 'true end.' it makes for such cool and creative narratives and is very very satisfying to complete.

I think that we should make the game level-based or have multiple areas/maps to keep it easier to work on. That way, even if we run out of time to finish the harder areas, we still have playable lower level areas

**Game concepts:**

- Outer space sci-fi themed game. Your ship has crash landed on a planet and you need to find your other crew mates and find a way off the planet. I'm feeling a mysterious vibe about exploration. (could include pet-able dog)

- A puzzle game where each level has "something missing" that the player needs to find or figure out to solve the puzzle.

- An axolotl gets lost far from home in a flood and has to find its way back. It meets friends to get help and gathers food along the journey. (include a frog)

- A game where the character can go back and forth between the "ghost realm" (Stranger things like). You can only access certain levels or perform certain tasks when you are either "alive" or "a spirit"

- You are lost in an enchanted forest or an abandoned island. In order to get out, you need to collect pieces of a lost map to guide you to the right location. This could also have puzzle game aspects with riddles on how to find the maps.

- A ghost has had it's soul scattered across the world. It needs to hunt down the missing pieces of its soul to become whole again. Each soul piece could provide some sort of power or ability to the ghost. (Maybe combine with previous real/spirit world idea?)

you're Illinois Jones, breaking into an ancient ruin

you solve some puzzles to try to get something fancy within

but it turns out that Indiana Jones has already got it

so now you have to foil his plans of sending it to the museum