

# Acerola game jam 0 - Theme:

## Aberration

- “you are the aberration” story: the story drives you through multiple stages to discover clues about the aberration. At the end u realize u are the *monster*
  - point and click
  - visual novel
  - rougelike
  - Rpg
- “you become the new aberration” story: you fight for the better good and go through a map or stages to reach the current aberration who warn you about the final fight. After you win, you realize that you are the new aberration
  - rougelike
  - Platformer
- well known game mechanics are aberrated
  - skill tree: where skills work differently, new combo weird things
  - movement mods: jump but slower, later. Dash but can’t move for a sec, etc.
  - skill in a good way: increased damage - 1000%, faster movement: slide through the map in a sec
- there is a countdown before the aberration do something weird
  - remove inventory
  - downgrade skill
  - drop skill
  - simply kill u
  - teleport you back on the map
- you have a support bot with multiple personalities, which turns against u from time to time
- You wake up in the asylum. You realize that you do not belong here and try to escape. You have to act weird to go through all the various obstacles