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Art and Science of Interactive Games
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Storyline & Summary

Slione the Chameleon

Our protagonist Slione is suddenly introduced into a forest of similar bipedal chameleon creatures. Slione has been awarded with a prayer from the current leader (to further strengthen camouflage upon completion). He travels through the village. Along the way, challenges help teach the basic character movement. Upon nearly reaching the leader, catastrophe hits and the Flugletcts appear from these portal like entities. These different creates capture and drag all the colony within the portals, capturing them all. Almost. Slione, the lone chameleon left escaped due to an unexpected strength of blending within environment, far superior to the others.

Surprised by this ability, he remembers a prophecy from generations of a catastrophic revelation, but as usual, the story ends positive. No one actually knew the ending of this.

Slione, understanding his potential with this prophecy, further increased is already bolstering ego. "Everyone one day finds their purpose", and Slione believes he found his. So, with his already bold attitude, he attempts to become this savior of the current prophecy. But this camouflage ability fails to work outside of near death traumatic experience. He must find a way to further control this ability, and begins the adventure to both save the rest of the chameleons, as well as further understand what he must do to properly control this currently weak ability and find his true purpose, whether it is the story he was often told, or something more/less.

*Nearing the end of the game, he understand he is not the character of the prophecy himself, but rather a pawn toward finding the true one. His ability also allows usage to see beyond the camouflage abilities above the rest. This new character does not have the strength to finish the prophecy of the uprising of the Fluglets, and requires Slione to help. Thus, they must understand each power and work together to complete this ending.

Slione travels the major worlds of the new environment, decimating the Fluglets in his way. The controls are (currently) independent. This allows control of his tail and tongue independently, as the player uses the left side stick controller to control camera, right stick and specific ABXY buttons to target Fluglets using tail or tongue. There is a ripple effect, clearing enemies surrounding the target outside of non strong characters, creating a hack and slash game. The challenge is when larger enemies/bosses appear within the hordes, which require specific target and attention.

Toward The Skyline

Taking place in a similar planet to what we consider "Mars imagination", what is left of the human race has been severely crippled. An unknown island like area has become inhabitable, with the requirement of protection of an outer shell: what we consider a vehicle. This allows the character to move far beyond current abilities of speed and some landscape limits, and protects from the treacherous environment outside.

Our character begins the story with a dream event of viewing green, the color representing life. These amazing lifelike "plants" are able to actually absorb this toxic exterior and exfoliate an area the user can survive in outside the vehicle boundaries.

The player wakes up to the introduction to a race, where the current human civilization has as a near only sport (maybe to get some mini games similar to Rocket Leauge?). The player learns how strong their driving abilities are, and throughout the adventure learn about where the human race came from, what forced them out of the giant rock called "Earth", how what's left survived, as well as what makes them "tick different".

"The Skyline Protector" is an entity created out of the vehicles and souls of prior attempts. The player at the end realizes this and has to confrontational their own fears, and somehow either defeat or work their way past this Devil-like soul absorber. The player's character ends with grass, flowers, and falls unto the ground of this place of life beyond anyone's reach becoming one with nature once again.

(This game is to resemble what is not understood, what happens next, what Everyone's true question is).

Controls are similar to a driving game. The player can play as both FP as well as God's Eye behind. The terrain is dramatic and requires skill, acquired by a learning curve. The game incorperates both RPG adventure, racing, as well as shooter control scheme. Its a large mixing pot, and may require some UX testing to perfect.

Game style

Both of my ideas revolve around an idea similar to Metroid franchise. The usage of abilities can allow the player further into specific areas.
This requires players to revisit specific places, and when the revisit, they remember. Once they remember, both the initial and the current story become more memorable. Sudden nostalgia per say.

I would intend my ideas to be 3rd party and non console exclusive, so control map would be based upon "console standard".