GAM100 Idea Summary

1. **M.I.A**
   * Genre – 2D Platformer
     1. Intense
     2. Horror
     3. Puzzle

Type 🡺 Survival (Intensity, Immersion)

Mia (character) has been teleported to an alternate dimension, she has to bring justice to the spirit entities in order to escape and survive. In order to achieve this, the following has to be done:

1. Interact with environment
2. Pick up objects and talk to the other “characters”
3. Has the ability to hide from enemy-like entity

Mia as a person who have the attributes of:

* Fear level [Lower levels lead to darkening of room and ability for entity to sense her presence]
* Enhanced base movement speed 1.25% [decreases with each failed encounter]
* Zilch attacking ability, not able to fight back.
* Chance ability to resist fiend’s grip through roll die
* Fiend chases till mystery behind their deaths is solved
* Multiple Chapters

Storyline could be adapted from either Exorcist / Corpse party.

1. **Swirl**
   * Genre – 2D Platformer
     1. Luck & Skill [Point, Drag]
     2. Real-Time Strategy
     3. Puzzle

Bot01 starts with walking into a path towards destination but is filled with treacherous terrain and obstacles. God (you) is tasked to protect/aid Bot01in reaching its destination safely without dying.

The Catch:

* There are no pause buttons
* 5 items are allocated to you at random
* Objects must be placed concurrently at real time to prevent Bot01 from harm
* Points calculated from number of objects used and time taken
* Multiple Levels

E.g.1 Walking to a river, drag and drop a raft.

E.g.2 Walking to a lava, drag and drop a bridge

E.g.3 Walking diagonally down into a pitfall, trampoline with 1.5 restitution.

Delegated Roles:

Programmers: Wen Lin, Gui Hao

Designers: Richmond Goh, Shermann