Game Ideas

* Game Title: ***Reality***

First Person (third person toggle) Action/Adventure Sci-fi survival stealth game. Single player game with online real world economy.

Overview: A character is in the future, logs into his machine similar to the Animus in Assassins Creed. Travels to a variety of worlds. Needs to use the environment to survive. Choice is the central component. A gripping story is the secondary gameplay component.

Story: A character thinks he is logging into a machine that allows him to catalogue historic events based of futuristic technology (background research needed). In reality, he’s a slave (matrix esque?). And/or when the character dreams, the character possesses an alternate reality of an ancestor, and explores that world to achieve his/her goal. (Aka something ties dream, passing ancestral DNA memories into our subconscious, and alternate realities). In the end, the dreamer realizes the truth, makes choices that alter his reality, his world around him.

Controls: Move, jump(realistic), inventory(realistic), grab ledge, run wall, shoot, melee combat, drive, fly, basically anything you can do in real life and more.

Mechanics: Single player game that connects to a single online economy/shop system database, and an internet database for open player communication. Realistic everything (AI, Stealth, Combat, Bio-engineered upgrades (Deus Ex, tree branches), new experience training system that uses real world experience plus online training research (tests to see if material is learned, and if it is player increases their skill in those areas). Unlimited number of skill trees. External players can open up shops in the world. External players can communicate information to the single player to help him uncover his goals.

Background/Lore: Information system based on google search algorithm to create alternate world reality (or multiple realities). History, research, and all fields of information that exist in the real world exist in the game. You can access this information for training, research, puzzle/story solving and progression.