

- bfxr for sound creation
- opengameart.org
- gdcvault for game ideas / inspiration
- don't work on same scene simultaneously
- this war of mine, human resources etc. like games
- overexaggerate game idea
- assets holen, muss nicht selber machen, mit credits
- webgl build da in browser app game
- bis zum pitch prototype haben mit story und zb 3 cubes mit animation
- konzeptdokument: das wichtigste drin
- progress auf miro
- code, game art, gamedesign
- vietnam war
- newcomer soldier gets introduced in daily life
- bunkers: cave dungeon
- beginning tell about setting, now comes story about soldier...
- visual novel with combat (□□□□□□□)
- verstorbener Vater NPC stellt philosophische Fragen
- depending on weight you can go different ways

pitch

- das haben wir vor, das wollen wir so machen etc.
- story
- was ist der kern, die kernmechanik
- es geht um selbstkritik deswegen gibt es essen
- frame kann man als presentation nutzen
- oben speichern als doc / pdf
- wenn ein spielbares game drin ist wäre geil

produktionsart SCRUM

- scrum master passt auf dass jeder deren zeug ausfüllt
- montag
- donnerstag stand up
- character controller, vfx, sound
- was hat man davor geschafft
- nur halter char controller, kein vfx sound
- immer wochenziele machen
- produktionsplan beispiel 1 nicht 2
- pair programming, pair designing: zsm am selben pc machen zb leveledesign & mechanik
- asset list for a month, was man zeichnet; programmiert etc. (miro)
https://docs.google.com/spreadsheets/d/1xhBtN4rykaZ495_bmj3Meg9mUNr6IDKw/edit#gid=1528014447
- bürokratische ausarbeitung
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- abgewiesen von der welt
- wird immer ungluecklicher im spiegel, esssituation
- traum vom vater, will sein koerper veraendern
- was man essen will, sport etc.
- man wird duenner, mehr kontakt aufnehmen

- richtige freunde die ihn trotz seines gewichts moegen
- fremde die das auch mal durcherlebt haben

- riesiges thema, muss man richtig anwenden
- escapism
- dissoziation von der realitaet entgriffen sein
- sicht der realitaet verlieren, ist das meine hand?

- 2d adventure mutter depressiv
- es muss die experience sein

- child: free movement through the city
- don't get through the door
- once reaching gate, gets taken away from soldiers
- working in coal mine
- walk back home
- forest scenario: best friend starts waldbrand
- counter attack: fight for freedom

- 2 groups characters
- axt
- hacke
- waffen schwerter

Scene 1 long

- mc house
 - wakes up
 - breakfast
 - talks to mother
- go outside
 - meet with friend at house
 - go to playground
 - play house
 - always hear noises from outside
 - ball kicked out of town
- search for ball
 - walking towards gate
 - guards prohibit going outside
 - find broken wall
 - found ball
 - checking weird noise
 - trap from soldiers
 - kidnapped

optional

- jump rope
- catch
- hide n seek
- red light green light

npc ideas

- mother
 - go meet friend south from our house, near the playground
- two chars
 - you know that one wall in the north? you can sneak outside town you know
 - really? next day, today got no time sorry
 - those two appear in act 2, interactable
- soldiers
 - dangerous outside, please stay away, we really care for you both
 - gate is here cause we interchange rations from other villages since war 10 years ago
- two housewives
 - you heard about that one kid?
 - I wonder where he is...

Scene 1 short

- start in front of house
 - i wanna meet my friend
 - friendly music
 - cute animals
- mc and friend plan to go outside city to explore
 - mc: wanna play ball?
 - friend: yeah
 - ball gets yeeted
- find ball by wall
 - awesome! got that ball
 - you hear that noise?
 - get kidnapped

optional

- walk around town
- talk to npcs

Scene 2 (years later)

- in the camp (early)
 - waking up from siren while in blackscreen
 - soldier states rules
 - dont talk back while work
 - no fun / fun police
 - walk in line
 - follow orders
 - (trash food)
 - (talk with friend)
- go out to work (free control in one direction)
 - stuff around him and his friend happen
 - normal child kicks ball to mc, mc tries to give back but gets hurt, slow walk to work
 - (new slaves get recruited, someone doesn't agree and gets taken down, placeholder)
- while working
 - work time: follow the rules, button mash to win
 - if not pressed enough, soldier warns
 - 3 warnings before death
 - break: talk to other workers, bob's child is also here (noon)
 - back to work
- walk back to camp
 - bob's child doesn't get enough food
 - bob breaks rules, goes to food store
 - bob gets noticed and shot
 - mc and friend can't do anything
- in the camp (evening)
 - (free time till sleep)
 - talking with friend while everyone is asleep
 - mc: wanna escape?
 - friend: saw what happened to bob? what if that happens to us
 - mc: you wanna be enslaved forever? you saw that child? my fault we both ended here. now it's my turn to get us out
 - friend: you're right. i don't want to be enslaved forever. so what's the plan?
 - night time, less guards
 - both escape alone
 - sneak outside window in blind spot from guards
 - explore city for escape
 - dont get spotted by guards
 - once reaching broken wall, get spotted 100%
 - both get away from guards but only one can escape
 - friend will be bait, letting mc free
 - mc you sure?
 - friend yeah
 - ok, see you on the other side
 - mc ok im out, where is he?
 - outside, mc hears screams from friend and gun and everything

human village

- 1 camp
- 1 working place / mine
- broken wall
- environment etc.

camp inner

- no beds, only sleeping bags / leaf bed
- only windows

mine

- working space
- break room with water and food

indicator for freedom