## Brainstorm:

You only get one:

* Live
* Bullet
* Dollar

Build the level you play:

* Mine craft
* Island with bridges
* Choice creates next environment

Surrealism is the mechanic

* Everything is possible and different from real life.

10 seconds

* Per level n\*10, of steeds minder time

Things you hate

* But love to shoot

Procedurally generated

* Music (depending on how fast you play) everything on the beat of the music

Extra:

* Every level has a different goal (shooting or helping…)
* Create the story while playing

Final:

* Platform based
* Story

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| --- | --- | --- | --- |
|  | *wat* | *wie* | *deadline* |
| *week 1* | **core project document** |  | **12-nov** |
|  |  |  |  |
|  | start component prototyping | all |  |
|  |  |  |  |
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| *week 2* | Prototyping + testing components |  |  |
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| *week 3* | **prototypes** |  | **26-nov** |
|  | **prototyping report** |  | **26-nov** |
|  | **revised core project** |  | **26-nov** |
|  |  |  |  |
|  | **game design document** |  | **27-nov** |
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| *week 4* | start making indie game |  |  |
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| *week 5* | build indie game |  |  |
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|  | **peer review** |  | **???** |
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| *week 6* | **early access game** |  | **???** |
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| *week 7* |  |  |  |
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| *week 8* | **beta game** |  | **???** |
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| *week 9* | **peer review** |  | **???** |
|  | **game** |  | **???** |
|  | **presentation** |  | **???** |