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Getting New Ideas for Video Games (Part 1)
A Springboard for Video Game Developers

Creating video games is an art, no doubt. The problem is that it isn't easy to
come up with ideas for video games. And even when we do get an idea, it doesn't
seem as fresh or exciting as we want it to be. The following offers a few ways
you can generate some creative ideas to keep your video game as fun to play from
beginning to end.

1. Make it funny. Humor has a wonderful way of transforming the seemingly
dreadful boring into something that's not only tolerable, but engaging as well.
And if boredom is an illness, laughter is its cure. If you can inject jokes,
funny imagery, or goofy characters into your game, your players will relax and
associate your game with good feelings - a definite formula for success.

2. Let your mind wander off the beaten path. Since much of our thinking is
associative anyway, there's no reason why you couldn't manifest this association
into your video game. When one idea makes you think of another, include it as
part of a video game no matter how illogical the connection is (at first).
Remember that video games are your platform for creativity. It's time to be a
little wild and a little unconventional. Without this free-form thinking, we
surely wouldn't have the creative gems that we have today. You can always
restore a sense of logic back into the game at an appropriate time.

3. Make your dreams come true. Literally, turn your dreams into video game
scenarios. Had a nightmare lately? Include the scary thing in the game. Had a
ridiculously stupid dream lately? Include it in the game as a detour or
distraction. Sometimes dreams can be more interesting as life, and as a video
game developer, you want your games to be the same. Keep a dream journal and
write down those bizarre experiences you have at night. Your gamers will thank
you for it.

4. Copy nature. Let's be honest - Nature is pretty weird. We have bees flying
around and pollinating plants. We have water evaporating into the sky and then
falling down from clouds as rain. Childbirth is a strange phenomenon itself, and
germs - the smallest thing on the planet can bring down a herd of elephants. If
you could emulate some of this crazy stuff in your own video games, you will
have done what every man secretly wishes he could do himself. And that's take
nature into your own hands and shape it into the reality you want! But don't
copy nature faithfully. Twist it around. For example, instead of bees flying
around and pollinating plants, your video game could have 3-inch aliens flying
around and pollinating brainwashed FBI agents. Starting to get the idea?

5. Dig into History. Another good resource for video game material is our own

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history - but not the boring stuff. We're talking about the good stuff. The embarrassing stuff. Look for odd and weird news online and include the asinine things that people have done in the past as part of your game's plot. Your players won't believe what they're seeing!

6. Go Metaphor Happy. Metaphors are figures of speech in which expressions are used to refer to something that it does not literally denote. It simply suggests a similarity. We're not sure, but we're pretty convinced that a lot of the space ships in video games are based on what we call the "nuts and bolts" metaphor. If you look closely at the designs of some of these vehicles, and then look at some of the tools you have in your toolbox, you'll start to see a similarity among the two like we did. You can do the same in your video games to come up with some really unique imagery and situations.

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