Loose Thoughts

# New Genres

1. Mungame – A game that is centred around or includes usually mundane aspects

Story Concepts

Your girlfriend breaks up with you, but you find out that this has all happened before. You realise that she left you because something terrible happens if the relationship continues, yet she still fell for you in the current timeline.

# Obvious Office

There would be more connection with story and gameplay if you have powers. But you can’t use powers in front of co-workers.

**Idea 1 (no mechanics changed)**

The mines are indeed invisible to the naked eye, but you can see them. The co-workers are afraid to move around since they saw someone who tried run away explode. You can progress through the level by dodging and exploding the mines.

**Idea 2 (added/removed mechanic)**

People can see the mines, but fear for their life too much to run and jump around them. However, you are a hero and do not share this fear.

## Character Motivations & Growth

# Game Idea

Isometric 2D dungeon crawler.

You play as a blacksmith who needs to save his village. All the warriors were defeated, and you can’t help but feel responsible as you made all their equipment. Since you’re not a fighter you have to make the weapons do most of the work, which will be easy as a master craftsman.

Explore dungeons and acquire unique parts for your collection. Back at the forge you can use these parts you find to create unique weaponry. Combine different parts to make strong combinations so you can fight back the forces of evil.