List of 20

This is the 20 best ideas that I have chosen to continue working on. This is the work of Phase 2.

Sun vs Clouds

Sun vs. Clouds is a capture type of game where you should take control of as much land as possible. The conflict is that while you capture land while flying over it, the opponent does the same and you have to watch out so s/he doesn't take over your land again. Sun vs. Clouds is a multiplayer game that up to four players can play at the same time but can be played player vs. computer, player vs. player, two players vs. two computers or two players vs. two players both local and on the internet.

 The player flies around as either a sun or a snow cloud and transforming the land beneath to either a heated desert or a snowy landscape and should try to transform as much land as possible to his/hers own before the time is up or that one side has more than 90 percent of the land in his favor. The playtime can be changed depending on how long the player would like a game to continue but the standard time is 5-10 minutes for each game.

The game is played on maps with boundaries that can't be escaped from and the transformation comes in steps. In the beginning all the land is water and when the player flies over it, it transforms into either a snowy landscape or a desert. That is one step of the transformation, the other transformation to get it over to your side is that you have to transform it twice, first from the opposite landscape to water and then from water to your own landscape. So to recapture or take over someone's land you will have to stay over it for a longer period of time to gain control over it.

There are obstacles on the maps that can't be fly over or transformed into your own land e.g. mountains and deep sea graves.

Lost in the Desert

Lost in the desert is an exploration game where you should find your way out of a desert. You are free to move around in the desert as you like; you can climb both up and down on stuff, you can take shelter for sandstorms that might come and you can use your binoculars to look further into the distance. The conflict is that you won't see as far that you can tell which way to go in the beginning. You have to explore the desert to find clues on which direction that leads you to the exit.

The game is a single player game that lets you decide whether you like to find the exit as fast as possible or if you would like to explore the environment and enjoy some peace and quiet. The desert is surrounded by mountains that are too steep for the player to climb which builds up the boundaries of the game. At some place in the mountains there is a cave which lets the players finish the game. The desert contains some other things than just sand to alter the experience; there are oasis, canyons, wild camels and other animals and treasures.

The Tree

The tree is a construction game where you grow your own tree; the player plays as the tree and decides how it should grow and where the branches should be etc. The player has to construct the tree so that it can hold itself up and not tip over because of the gravitation. The tree grows faster than a normal tree and the play speed can be increased or decreased while playing. The tree starts of

as a small and thin branch that reaches out of the ground but with time the tree gets taller and thicker.

At a certain time the player can choose to plant a new seed from his current tree and start constructing a new tree besides his current one. The game has no certain goal but it is up to the player to set up his own goals on what he wants to achieve with the tree.

Electricity!

Electricity takes place in a deserted city during a cold winter night and it's up the player to reach the other end of the town before the sun comes back and the temperature gets even lower. It is a mix of different objectives; it is one part a rescue game because you have to save yourself from both the cold and the dark, its one part race since you need to reach the goal before the sun rises over the horizon. It is also one part an exploration game and a solution game because you have to explore the city to find sources of electricity where you can load the batteries to your flashlight which sometimes requires some thinking on how to reach it.

The player can move around freely; climbing, jumping and crouching is all know part of his movement schematics. He can also push and drag stuff around that isn't too heavy for him. The player carries around on a flashlight with a limited amount of power left so s/he have to use it only when needed but there is loading spots around in the city where the flashlights battery can be reloaded and get a bit more power, although the spots only holds a small amount of electricity so the player won't be able to load the battery to its max.

The flashlight is used to both shine up the way in the dark and scare away the different creatures that are hunting during night time in the city. This is why it is necessary to load up the flashlights power as often as possible. But you have to watch the clock so that you can make it all the way thru the city within time and still have enough battery power to reach the next loading spot.

The player can explore the city as s/he feels and if s/he tries to run out of the city the flashlights power will drain rather quick and there is even scarier creatures out in the wild. The player will only be able to defend himself with the flashlight; there won't be any firing weapons or explosives and any iron pipe that could be used as a weapon is frozen to the ground.

Electricity is a single player game with an estimated play time on 3-4 hours.

Space station breakout

Space station breakouts objective is to escape a space station. The player has to go from one end of the station to another where s/he can found the escape pods which can get him back to civilization. The space station have been going thru a asteroid belt and it is now full of holes so there is no gravity in the station so the player has to jump his way to the escape pods. The player jumps between walls, floors and the roof to advance on his journey but he has to watch out for cables with electricity in them and stones that might come thru the station on his way.

If the player would happen to miss a jump and fall out in space he is dead so he needs to keep inside the station. He can use different items to help him on his way like fire extinguishers that gives him a push in a different direction if he is going the wrong way. When jumping the player will travel in that direction until s/he hits something that stops the movement so the player has to plan his jumps before taking off.

Space Station Breakout is a single player game with an estimated play time of 4 hours

Radioactive mutation

Radioactive mutation is a single player game where the player have to save himself from an accident at a nuclear plant and s/he have to solve puzzles to get out. The player need to use the radioactive substances to mutate himself to solve different puzzles; if one puzzle requires the player to move something huge s/he should mutate his arms to become stronger and thereby be able to move the object. It is possible to mutate certain body parts to solve puzzles and the player decides what part to mutate.

The conflict is to not mutate too much so that you lose your human side and become a mutant. The player is restricted to move inside certain areas inside the power plant and not run around freely. Some areas are locked before certain tasks have been done or a certain mutation has been achieved. The game takes approximately 4-5 hours to complete.

Career Challenge

An alignment game where you have to pair up profession with a typical item for that profession; the items fall from the top of the playfield and at the bottom you have to align the profession with the item and then fire it upon it. When the two collides they disappear and the player is given points.

The items are falling many at the time and what profession the player gets is randomized so s/he has to think fast to match them together. The player moves a platform at the bottom where the profession is placed; this can be controlled to both left and right within the play area and presses a button to fire the profession upwards. The play area is divided into columns so the items only fall down on certain places but the columns is invisible to the player.

If a profession is shot at an item that doesn't come from the profession it is placed under it and sticks there until it is removed by another of the same profession. Two professions alike erases them and no points are given, one profession and a correct item gives point and erases them. Playtime is endless but there will be different game modes e.g. endless mode and campaign mode.

Rize

Rize is a chase game with abstract graphic where you hunt the master who puts out lines of sound for you to avoid. The player controls the vehicle that s/he can move left and right to avoid the sound trails, if the player touch one of the sound trails; s/he is dead. The game takes place on a long road where the player is allowed to move on the road but s/he can't go outside the screen to avoid danger.

The conflict is to reach the master without hitting any of the sound trails on the way. When the master has been reached it is time to find its special spot where it can be destroyed. There should be a couple of different tracks with their own masters and the masters should be in form of abstract animals. The game can be finished on 1-2 hours but the player can continue to get higher highscores.

Glacier Terminal

Glacier Terminal is a construction game where the player have to build up a living space, terminal, for people inside a glacier; the player has to decide where they should live, where the grocery store should be and where the mall should be placed etc.

The terminal can only be built inside the glacier and there has to be supporting pillars so the glacier doesn't drop in on the people. The player can start trade routes to other terminals to exchange resources. The conflict is to keep the people happy while not melting the glacier and not building in any high risk areas where the ice could fall in. The goal is to have a fully functional terminal where thousands of people are living and breathing happily. Glacier terminal is a single player game but it is possible to exchange resources with other players by sending out an expedition.

Resources are mined, hunted and extracted from either inside the glacier or just outside the terminal which is reached from a map over the area surrounding the terminal. Glacier terminal is a sandbox game where you build up your terminal and watches it to grow and get more popular so there is a unlimited playtime in the game.

River

River is an exploration game where the player takes the roll as the start of a small river and has to find the way down to the lake or a larger river. The player has to watch out for the ups and downs of the environment to survive the long way down and not become stuck in a between a couple of stones or going the wrong way. The water can't flow up on large obstacles but small stones and similar stuff gets flooded when the water around it is too much. The time it takes for a small river to get to the lake is in real time a lot longer than what the player has to play, in the game the time is on fast forward with the environment changing while you are moving down.

River is a single player experience taking place in a 3 dimensional world with a playtime under an hour for a river to have found its way down to the lake.

Parkinghouse Defense

Parkinghouse defense is a rescue type of game where the player has to survive as long as possible against a horde of zombies. The parking house has several floors and the player can move around freely inside it. The player loads up on weapon and ammunition and tries to defend the parking house from wave after wave of zombies and to help the player he can move cars to barricade the way and use them as killing machines by putting down the throttle and letting the car drive straight thru a horde of zombies.

The game can be played either alone or with friends and ends when a helicopter comes and picks them up on the roof of the parking house after a certain amount of time. The conflict arise when the group or the player should decide whether they should run to the top floor directly and fend off zombies there or play it safe and try and fend them off floor by floor.

Triangle evolution

Triangle evolution is an alignment game where you have to pair triangles together to build squares to make them disappear. The game starts with a couple of triangles in different colors on the bottom of the playfield and then drops triangles from the top that the player has to put on the right place to build up squares or more corned figures with. Triangles have to match color wise to disappear and the more corners the figure gets the more points the player achieves.

The conflict is to know when to make a triangle disappear and when to go for the next corner in the figure. There are corrupt triangles that changes color of the triangles that it touches but else then

that they work as normal triangles and disappears when put together with triangles in the same color. Triangle is a single player game but with versus mode for competition between friends.

Elemental Railroad

Elemental railroad is a construction and solution game where you have to build railroad thru different types of environments while avoiding different elemental areas. The goal is to get a train to travel to the goal with its cargo still in one peace. The player gets a certain amount of rail pieces that s/he can put out; often there are not enough pieces to go around all the elemental dangers so the player has to use his brain to think out ways to stop the cargo from being on fire or such things.

The play area is limited and the player can only build railroads inside that area. There will be different levels with increasing difficulty and a multi player mode where the players compete for the best route.

Taging Robot

Taging robot is a "break the rules" and exploration game that puts the player in control of a robot on inlines. The goal is to tag, paint, as much of the station as possible before the guards get you. The player steers around the robot on a space station and can jump, grind and go backwards; all to get to different places and to avoid the guard robots that try to stop the player.

The conflict is to know when it is enough in one area and when it's time to move to the next, which is before the guards have the player surrounded. The player can move around in the space station freely but some areas have to be unlocked before entering them. When caught, the player is thrown out in space and a highscore list appears. The tagging is done by using one of the controller's analogue sticks to paint on the walls. The replay value is great because the further in to the station the player get the more guards is there to watch out for.

Chicken Survivor

Chicken survivor is a rescue type of game where the player has to rescue himself from being eaten by the foxes that have surrounded the level. The player can move the chicken around, make it jump and let it glide smaller distances. If the player jumps and lands on the back of a fox, the fox get unconscious for a short while and thereby giving the player some time to disappear. When a chicken dies the player who controlled it takes control over a fox and begins to hunt after the remaining chickens. As a fox the player can move around, go thru tight passages that the chicken can't pass thru and also the fox is able to rush for a short distance to surprise another player from behind.

The player is forced to move inside the boundaries for each level which creates a conflict of avoiding the foxes while trapped inside a closed area. Chicken survivor can be played by up to ten players over the internet and up to four on a single console. One game takes 5 to 10 minutes to finish depending on how resistance the last chicken is.

Eco

Eco requires a microphone to play and the objective in Eco is to lose the ones that are chasing the player and to explore and escape a large mansion with its surroundings. To see anything on the screen the player has to speak into the microphone and by doing so s/he is activating his sonar which makes the environment come forth for a short while in a wave like form and then go back. The player also controls the movement of the character who is able to run, jump and crouch. No weapons are to

be used so the player has to use his brain to avoid danger. Enemies hear sounds so when an enemy is close by the player makes best to be quiet and listen to the footsteps and where they go.

The conflict is to use the sonar with moderation because when the player uses it the enemies can see him if they are close by. If the player overuses it the screen gets white and bright as a contrast to the usual black screen. The player is bound to move inside certain areas and at certain points choose different directions to get to the goal. Eco is a single player experience with a playtime on 3-4 hours.

Bacterium Shooter

Bacterium Shooter is a capture type of game where you are shooting down bad bacterium inside a body. The player moves thru the body's blood veins trying to shoot down as much bad bacteria as possible. The player can bounce on the veins which result in a small spin of the player's craft. The bacterium comes in different levels were some can take more damage than others and with different movement patterns and attacks.

The conflict is to go forward in the veins and at the same time shoot as much bacterium as possible. The levels all start at the heart and then there are different veins for different levels but the player can only move inside the vein and follows the blood that's running thru the vein. Bacterium shooter is a single player game but can be player in multiplayer with another player and the play time is 2-4 hours.

Abstract Dinosaur

Abstract Dinosaur is a game about exploring a grass field and solve the problem on how to evolve the dinosaur to the next step. The player can move around the dinosaur as he wants to, lower and raise its head to smell different things. When a flower is on the ground the player has to lower the dinosaurs head to smell it, when the flower is on a tree top the player has to raise its head. When the player finds the right thing for the dinosaur to smell, the dinosaur will evolve and get a bit more realistic.

The conflict is to find the right thing to smell in a grass field full of flowers. The game area can't be left if there is anything abstract with the dinosaur and when the dinosaur is realistic enough and leaves the area the game is over.

Abstract Dinosaur is a single player experience with a playtime on 1-2 hours.

Breeder

Breeder is a construction game where you have to build an environment that animals want to live in. The player can change the environment, plant trees and plants and add water to places. The player is also able to send out hunters that can catch animals that then can live in the player's environment.

The conflict is to make the environment right so that the animals want to stay and to separate the violent ones with the peaceful ones. The environment is placed in certain areas and it depends on what theme has been chosen. Breeder is a single player game with an unlimited playtime.

Boy/Soul

Boy/Soul is a rescue and solution game where the player tries to rescue a lost soul by finding its body and to find it they, the boy and the soul, have to solve puzzles. The player controls the boy's movement and at some points controls the soul's movement too. The boy can jump, climb, crouch,

push, drag and tip stuff over, sometimes with the help of the soul. The boy and the soul can split up and go in two different directions but soul needs the boy to not disappear so they can only be split for a small amount of time. The conflict in the game is to solve puzzles before the soul disappears and to find ways to connect to each other even when there is a wall between them.

Boy/soul is taking place in different platform levels with their own theme and environment and is a single player experience with a playtime on approximately 3 hours.