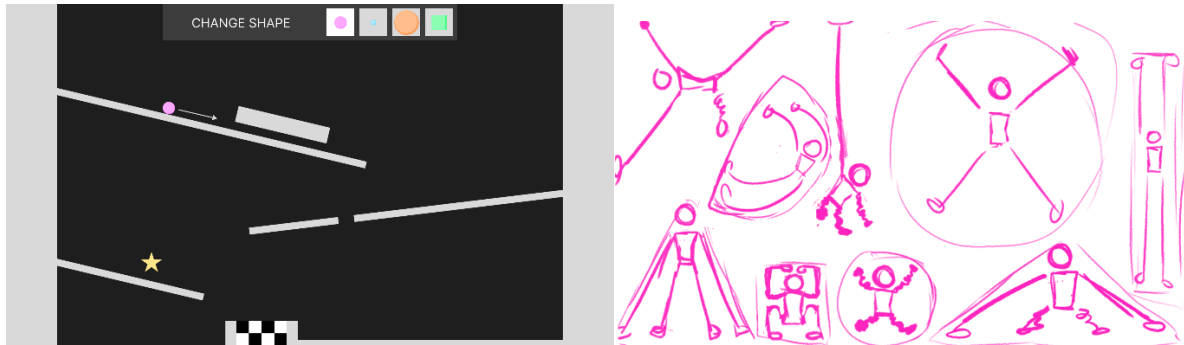# CONCEPT BRAINSTORM DOCUMENT

## CONCEPT 1: SHAPESHIFTER BALL

General idea: The player controls the shape of a ball/object which is rolling down a succession of ramps/platforms. The shape can be changed to adapt for the upcoming obstacles. Each shape has its own unique physical properties, such as size, weight, speed and friction.

Mechanics: Shapes can be chosen to get past different obstacles. Potential shapes:

- Normal ball with average size, weight, speed and bounce.
- Bigger ball with bigger size, weight, and lower speed and bounce
- Smaller ball with smaller size and weight, and higher speed and bounce
- Square with average size and weight, but high friction and no bounce
- Triangle

World mechanics:

- The gravitational pull of the world makes the object roll down slanted platforms/ramps
- Buttons can be pressed by the ball, requiring different forces (affected by the weight of the ball)
- Wind fans can push the object in different directions, and may be activated by pushing down buttons or activation levers
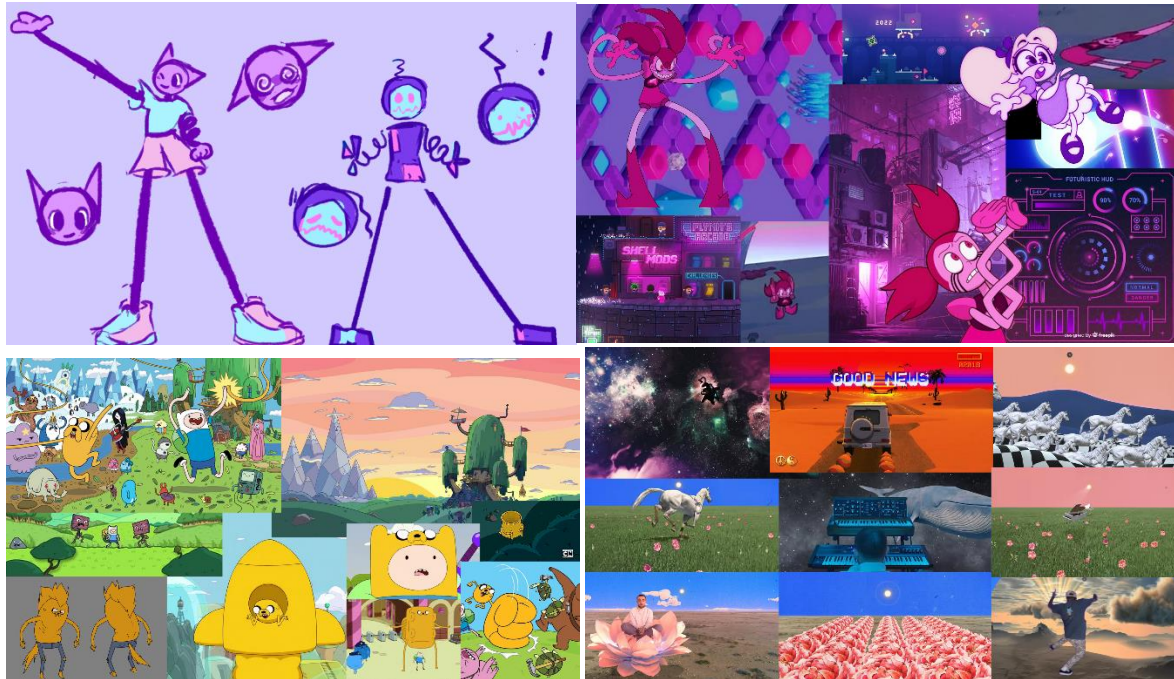- End/next level platform, the object must stop in this area to advance
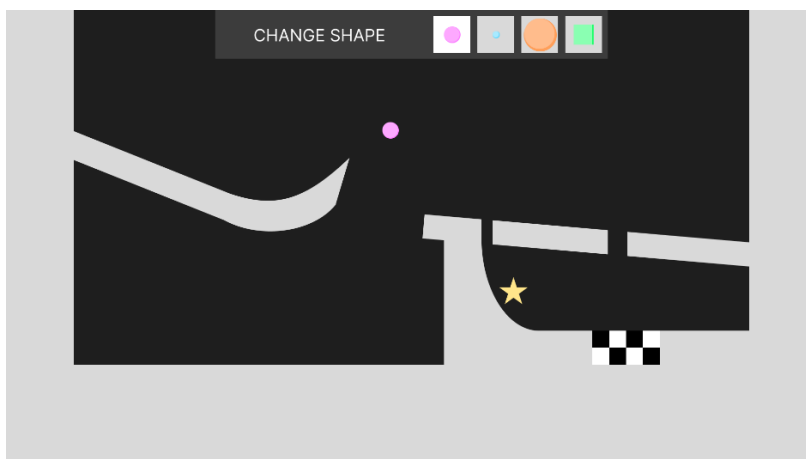
Themes:

- Futuristic world escape
- Colorful cartoony world exploration
- Psychedelic world escape

Story:

Concept 1: A shapeshifting character like Spinel from steven universe: the movie, or Jake the dog from Adventure Time

Concept 2: A character gets stuck in a psychedelic world that gets more weird the further they go into it. The character has the ability to change the way they look as they are trying to escape this unending bad trip

Concept 3: A character is stuck in another strange dimension, where shapes are constantly changing and moving. Physical properties are not those of our world. Each level is another instance of the dimension where the player is teleported to.

CONCEPT 2: FIREFIGHTER GAME

General Idea: Humans are to jump down a building that is on fire and land in the ambulance to be saved. The player may place objects such as trampolines, wind propellers, water pipes etc. to stop the civilians from going into fire or falling into the ground.

Rules: Players can place objects to solve the puzzles of setting up the trajectory of civilians into the ambulance. This is done before the civilians jump, so there is no reaction based mechanics, only preemptive object placement. The player may only place a certain number of objects which changes based on the level.

Mechanics:

Placeable objects:

- Trampolines: Make the civilians bounce, resets their downward speed
- Wind propellers: Push the civilians sideways while they are falling to avoid fire
- Hanging laundry: Slow down civilians passing through

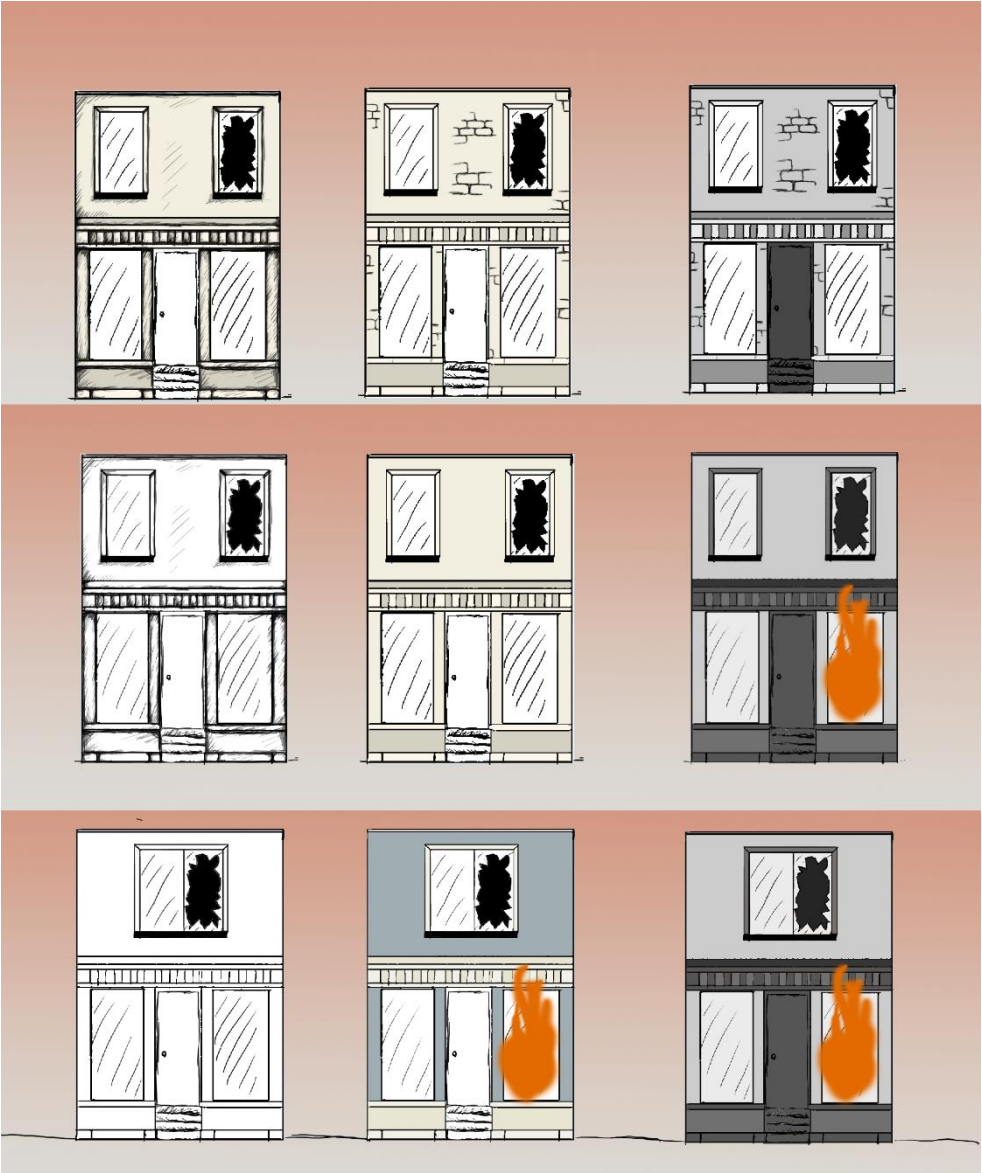Other mechanics:

- Fire: Kills civilians going through

Combined mechanics:

- Propellers and trampolines make a bigger bounce
- Propellers spread the fire
- Placing an item on fire destroys it

Themes:

- Today
- Futuristic
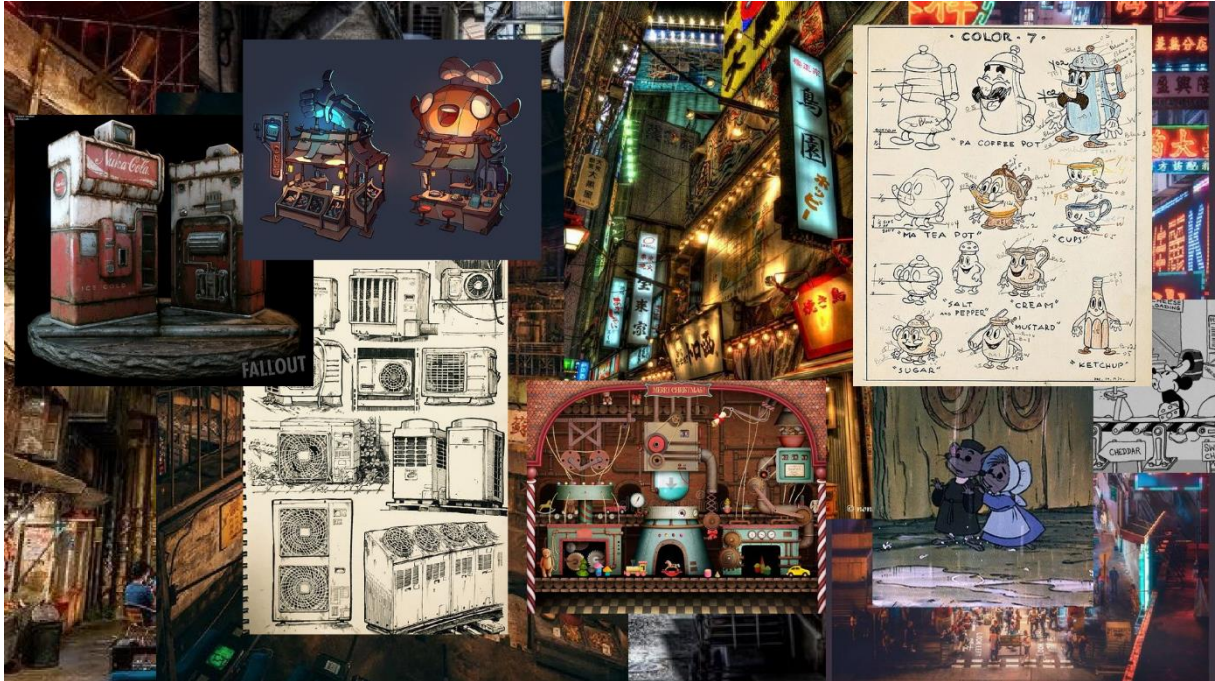- Burger making restaurant
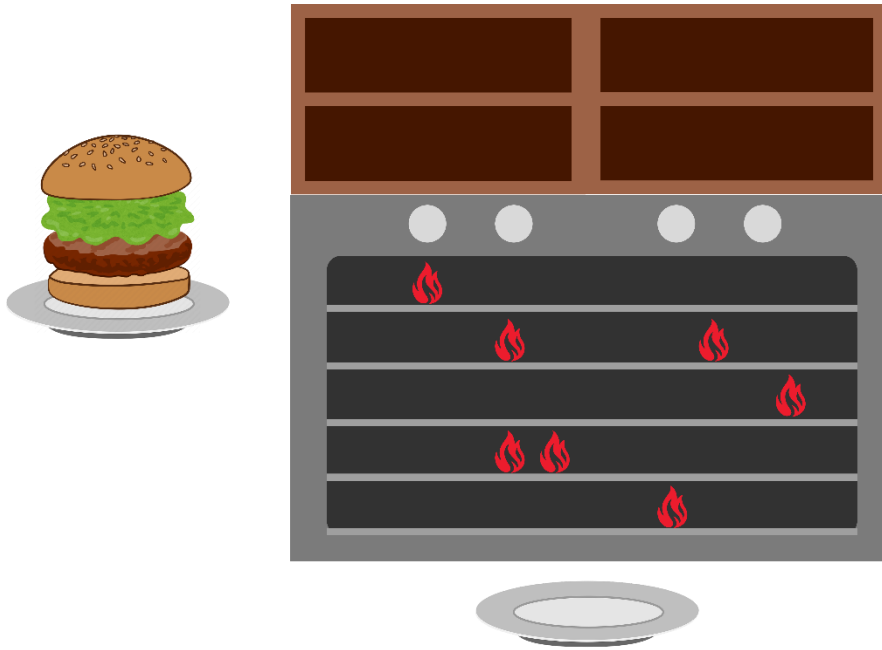- Cartoony 1900's

2.1: MOUSE RUN STEAKHOUSE BURGER

Themes:

- Steampunk
- Futuristic restaurant

Story: Hyper efficient restaurant in a futuristic setting, with cyborb mice with country/cowboy hats throwing ingredients down off shelves/cupboards.

Rules:

- Get the ingredients on the plate

- Collect the ingredients in the right order for bonus points (buns need to be at bottom and top)

- Cook the necessary incredients by flying through the fire once (buns and patties)

- If ingredients fly through the fire too much, they burn (could be point system or life system)

- Some ingredients may not be wanted on the burger (rat poison)

Art style: Old disney with colors

Mechanics:

- Portals (could be broken vents)

- Bouncy spatulas (replacement for trampolines)

Possible replacements for the fans:

      - Fire extinguisher

      - Wipcream can

      - Ventilation from kitchen

      - Can of propane

      - Fans

      - Broken electric wire

- Knife to cut a block of cheese that is flying down

Potential story lines:

Story 1:
The year is 2065. A very popular restaurant, known for its perfectly seasoned tasty food, brings attention from all parts of the world. Every food joint has its secrets, however, and this restaurant in particular abuses the power of labor mice to perfect food engineering and cooking efficiency. Realizing their unfair work conditions and pay, the labor mice opened their own restaurant, stealing the hidden secret from the original restaurant and selling burgers for a better and fairer price in a cute little food restaurant.

Story 2:
The year is 2065, a very famous restaurant is popular for its burgers. The secret recipe is they don't have actually chef cooks, they have labor mice, who can smell the perfect taste, and are smart enough to understand and communicate with each other. After a while, costumers wanted something new, so the boss changed the recipe and the mice found out after 1 year the burger patty is made of mice meat. So, the mice wanted revenge and killed the boss and each costumer who is happy with the burger patty, and they are doing now burger patties with human meat. Try to help the mice to make an actual perfect burger.

Story 3:
2055 a famous chef was famous because of his burgers. One day, a bad man poisoned him and put him into a mouse body. The smart mouse found a lady who wanted to take care of him because he was crying in a park. After a while she realized the mouse could understand her and tried to communicate with her. She brought her laptop and the mouse started to type things down. They both opened a restaurant, and the smart mouse has the power to communicate with other mice and using as slaves/partners. The mice are stealing all ingredients and try to help the mice to perform the perfect burger. The end of the game is the woman kissed the mouse and the mouse transformed back to a human. They then got married, the END.

Final story:
The year is 2065, a restaurant is very popular because of its perfection in taste/seasoning, but every restaurant has its secrets, so they abuse the power of labor mice to find the perfect taste for burgers. They can smell the perfect taste, they are smart enough to understand and communicate with each

other. One day a bad man poisoned the boss and put him into a mouse body. The smart mouse found a lady who wanted to take care of him because he was crying in a park. After a while she realized the mouse could understand her and tried to communicate with her. She brought her laptop and the mouse started to type things down. The woman helped the mouse to bring him back to the restaurant and so on he could talk with the mice and reopened the restaurant. The mice are stealing all ingredients and try to help the mice to perform the perfect burger. The end of the game is the woman kissed the mouse and the mouse transformed back to a human. They married END.

CONCEPT 3: CANONBALL GAME

General Idea: Shoot a canonball towards a thing to destroy it, evading obstacles and things which are in the way by pressing pistons, choosing the angle and power of the initial shot.

Similar to angry birds

Themes:

- Pirate theme (destroying a pirate ship), with obstacles from the sea such as ships, fish, people, rocks, icebers etc.
- 'Murica theme (shooting at people on your lawn), with obstacles such as a flagpole, trees, a truck and such.
- Golf game (shooting into the hole), with different pickable clubs with different power and shooting angles, with flora as obstacles and possibly buildings.
- Star Wars theme shooting lasers at spaceships, with black holes changing bullet trajectories
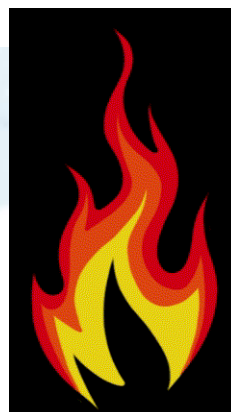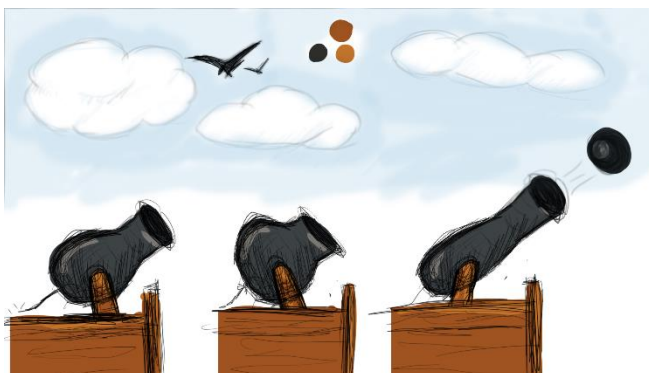
Mechanics:

- Choosing original strength and angle of the shot
- Pressing pistons that change the trajectory after the ball is shot
- Placing items changing the trajectory

FINAL CONCEPT