

Game Development

Game ideas from week 2 session

Ideas

- Zombies: Play a virus and spread into blood circulation
- 'Staring at boobs' eye-tracking game
- Sound-based maze game with blurred vision
- L4D meets AvP: possess human players and haunt them, ghosts
- Two towers: team-based defense game

Ideas

- Amnesia themed game about escaping from a mental asylum
- 2 player co-op with one running while carrying an injured player who does the shooting
- Cyborg Olympics: a bunch of futuristic & gory sports events
- Puzzle platformer with eye-tracking; puzzles based on staring / co-op

Ideas

- Underground, digging themed game; one player digs the way to another
- Flying game with bugs; different insect roles and abilities
- 6 Project managers competing in multiplayer team formation game; 3 rounds (you know how it goes)
- Resource gathering on a sphere; multiplayer; guarding resources vs. gathering new ones

Ideas

- 1st person multiplayer game where the objective is to kill one's own team; this can be done by finding a special weapon for it
- Co-op game where one is making the level while another is traversing it
- Fast-paced FPS with hovercrafts
- Create & manage Your Religion; RTS where you attract followers and develop you religious rituals etc.