Idea 1

CORE CONCEPT: Players are a magical talking creature who has been captured and put in a zoo. Goal is to convince people to let you out.

GAMEPLAY: Choice based + Puzzle game. Players can choose whether they want to be genuinely *polite* or *manipulative*, but need to pick the right NPCs to do so/get away with it. Similar to Persona 5 with the dialogue options?

WHY ITS EXCITING: I've not seen a game have the dialogue/relationships to characters be the puzzle.

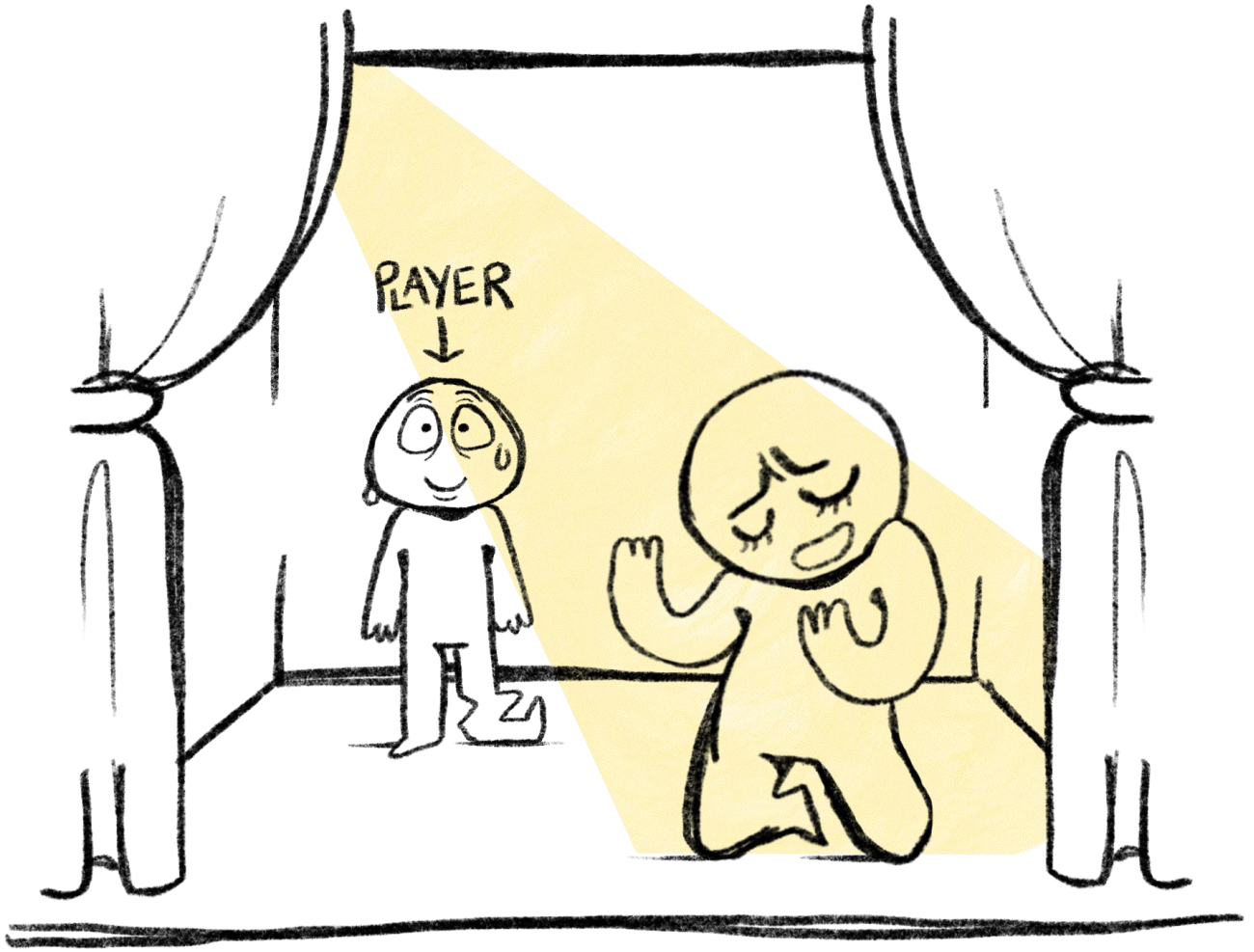


Idea 2

CORE CONCEPT: Players are an actor who after performing a stunt has completely snapped their leg in half. Worried about ruining the show, they must find an appropriate path to leave the stage before their leg falls off.

GAMEPLAY: Similar to rhythm games with levels and pressing right buttons at right time. When fellow actor saying line on stage you need to press the right buttons to shimmy off whilst also avoiding objects on the stage.

WHY ITS EXCITING: I feel like even though the mechanics aren't really original, combining movement with rhythm based mechanics could have potential?



Idea 3

CORE CONCEPT: Player is a really smart student at a univerity who has somehow made a working time machine! However, things soon turn south when a jealous lecturer steps inside and goes back in time to change things so that they were the one to create it first!

GAMEPLAY: Stealth game where student needs to keep up with the teacher and fix their mistakes *but* without being seen as to not mess up the timeline.

WHY ITS EXCITING: There has been a bunch of movies and games about going back in time but not a lot of them have put an emphasis on stealth.

