



# 3 Game Ideas



By paula :D

# Idea 1: Devotion Curator

**Genre + Theme:** psychological horror game, idol culture, inspection game.

**Target market:** people who are interested in the darker side of idol culture, parasocial obsession and consequences.

**Summary:** *Devotion Curator* is a psychological horror game where you inspect gifts sent to an idol. Your job is to approve safe items and dispose of anything that crosses boundaries like hidden cameras, microphones, or unsettling photography.



# Game mechanics

As the gift inspector, you are given 1 gift at a time to make sure it's safe. You will also have a quota to reach i.e you need to inspect a certain amount of gifts under a time limit or else your agency will yell at you.

**Magnifier glass** → You are able to see gifts up close

**X-ray** → You can look inside certain gifts to make sure there isn't anything stuffed in.

**Chemical test** (w/ litmus paper) → Test liquids such as perfumes and swab snacks

**Audio analyser** → Fans will send cds with disturbing messages

Difficulty early game & mid game:

- Easy to inspect gifts early game e.g plushies, perfumes and letters
- Later on, fans will be sneaky about how they hide contraband e.g they will hide it in hidden compartments
- Tools will begin to malfunction. They will have a set amount of uses before you need to let them cool down. You can wait it out, just be mindful of your time.

# Design concept mood board

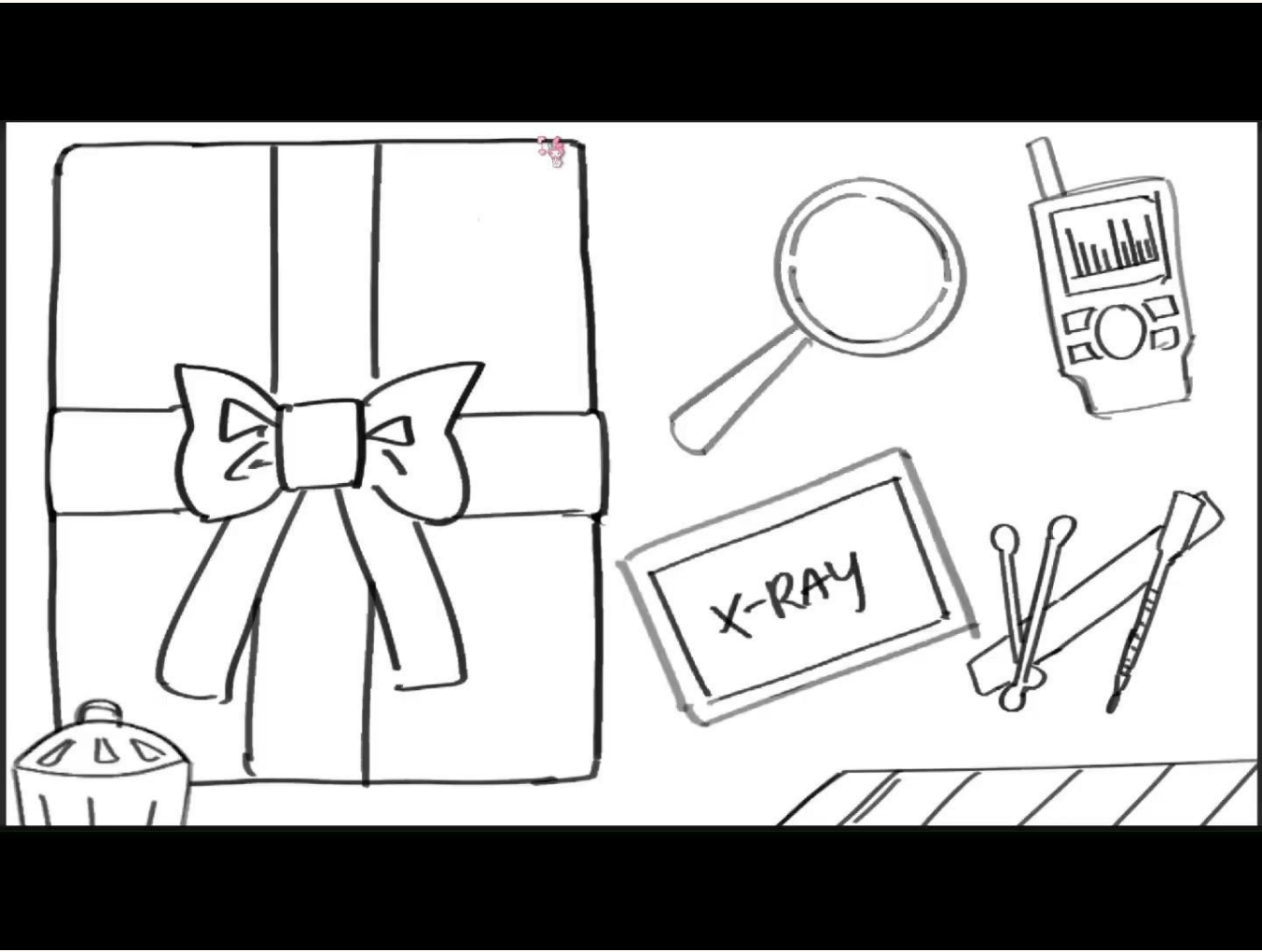
- Honestly i can see this being either 2D or 3D
- Dark visuals, but the cuteness of the gifts contrast
- minimal lighting.
- Grainy filter



Quick concept - played with  
dithering and posterization



Thank you ross and ejay  
for helping me in this  
prototype yayay



## Idea 2: GO LIVE

**Genre + Theme:** psychological, interactive narrative, choice driven, tackles the subject of women in streaming spaces.

**Target market:** people who enjoy games with characters with mental descent. For people who care about the pressures of streaming and financial desperation.

**Summary:** You play as an introverted, shy girl who is on the verge of eviction. She becomes a sultry streamer named V3LVET. You must guide her through streams and choices she normally would never make. Balance creepy fans, internet fame, and her fragile identity to prevent her from become the persona she created.



# Game mechanics

You choose to do certain activities that affect your stats. You have a certain amount of days until your landlord collects rent.

You have 3 stats to monitor:

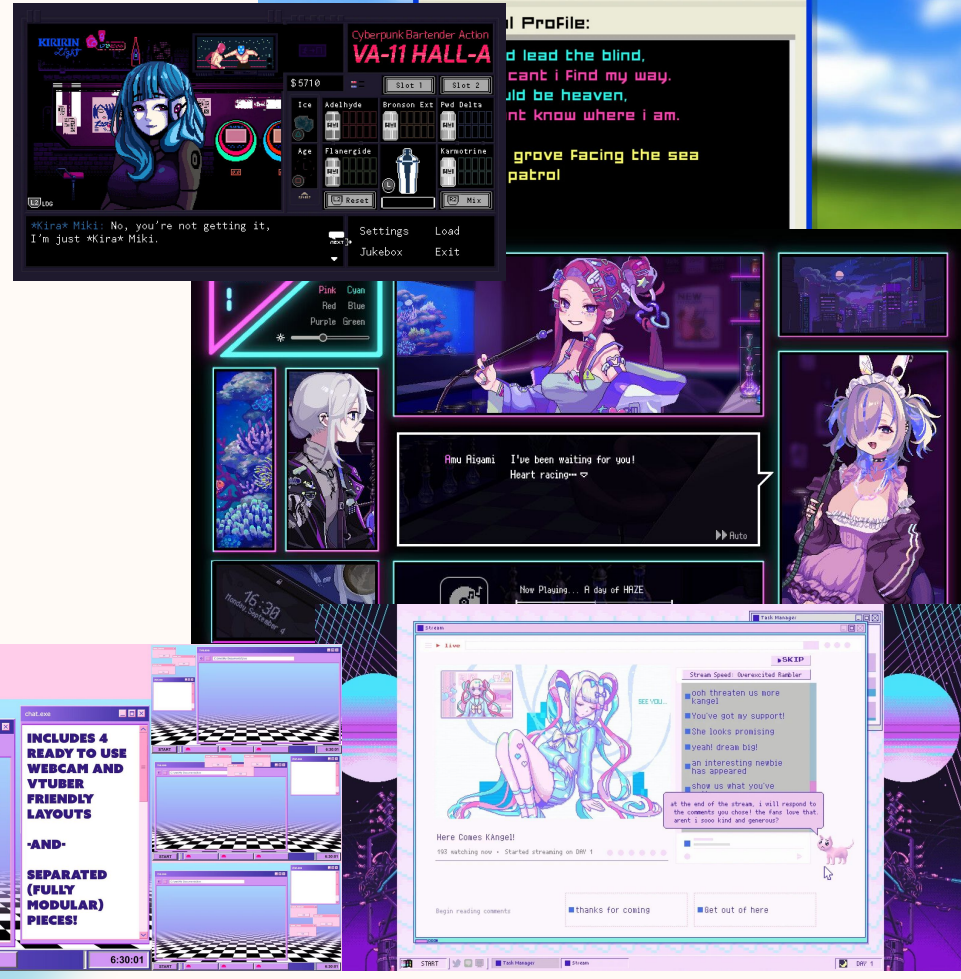
**Persona rabbit hole (how much she's fallen into her persona)** → Act more confident or exaggerated; but will decrease when she becomes vulnerable or genuine. **Too high** = loses her real self and activities that cater to her parasocial audience become the only options. **Too low** = No consequences, she maintains her emotions.

**Parasocial pressure (the amount of harassment you get in stream / inappropriate messages)** → Do more "fanservice" activities and share personal information. Higher parasocial pressure increases the likelihood of receiving large, high-priced donations. **Too high** = Harassment, threatening DMs and fans become too obsessive. **Too low** = Fans will donate less money.

**Internet adoration (how many followers you have + positive comments)** → Will increase over time anyways; This stat is to show your growth as a streamer.. **Too high** = increased frequency of donations but pressure becomes too much. **Too low** = decreased donations but stability.

# Design concept mood board

- Internet OS UI
- Vaporwave colour scheme, a lot of purple and black
- Actions affect the vignette colour
- "Vtuber" stream aesthetic



Velvet's streamer costume concept

V3LVET  
CONCEPT



Another envelope hits the floor with a light tap, adding to the small pile at the entrance of your apartment floor.

You already know what's inside of the letter. Stamped on the front in big red letters are the words "FAST DUE". Unfortunately, you don't have the luxury to worry about money right now. Rent has been overdue for the last month, your hours keep getting cut and job applications never respond back to you. You think of one thing that may bring you money. Streaming.

It's way out of your comfort zone. You never go outside, socialise, or attempt to make friends. But if you play as someone else- you may have a shot at this.

You turn to an unopened package on your bedside table, the one you bought on a late night purchase, and although it was cheap, you couldn't help but think the money could've been used for food. Yet, you ignore the knot in your stomach as you watched the money being subtracted from your account. Inside contains a very revealing costume, the kind you wouldn't dare step outside the comfort of your apartment walls, let alone wear in front of strangers to see. But, you can't afford to think about your dignity. You slip on the latex top and cheap, polyester skirt on with trembling hands. It took you 2 hours to do your make up and under the bright glow of the ring light, the reflection staring back at

# Idea 3: To Please a Noble

**Genre + Theme:** is a narrative puzzle, body horror, makeover game, satirical approach to unrealistic standards.

**Target market:** people who enjoy fantasy settings, people who enjoy navigating moral dilemmas.

**Summary:** You play as a medieval cosmetician serving young maidens hoping to win the affection of nobles. Each three nation has its own beauty standards and you must transform your clients to match these standards.



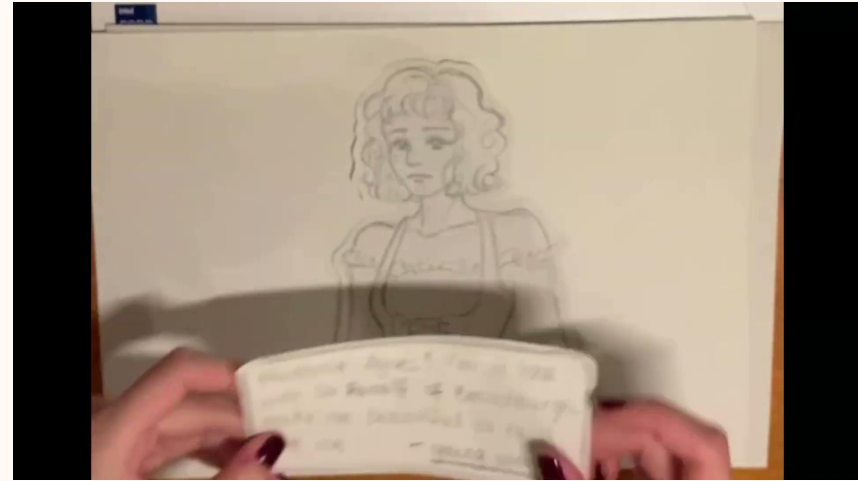
# Game mechanics

You will be given a booklet and map. With these items, you must locate where the noble is and find what is trending and the beauty standard of their nation. Once you have found the nation of origin , you can begin the procedure.

You can use wasp sting venom to plump lips, prick cheeks with thorns to make them rosier and use harmful chemicals to make skin more tanned/pale (these are just a few to name). Your decisions determine the fate of the maiden. You will receive letters of their current status at the end of the work day. If the maiden returns to your shop heartbroken, your reputation will decrease slightly, making clients avoid your shop.

Later in game:

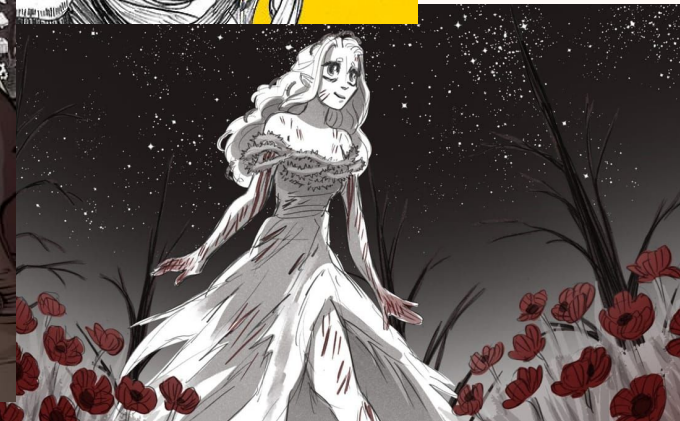
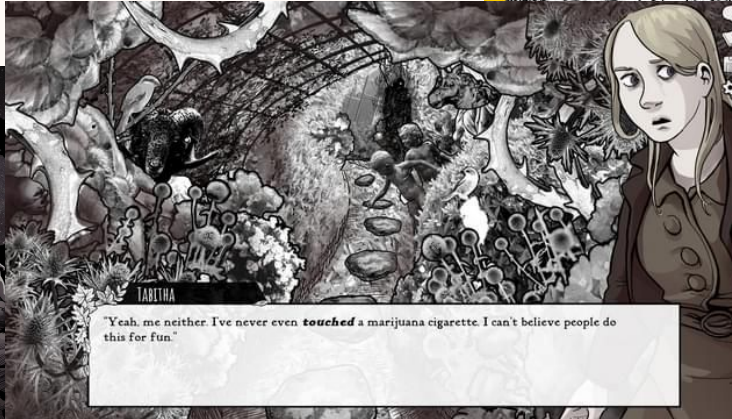
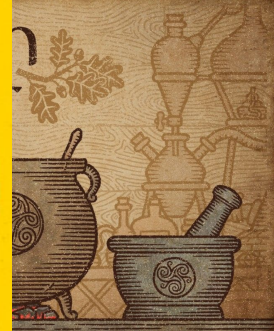
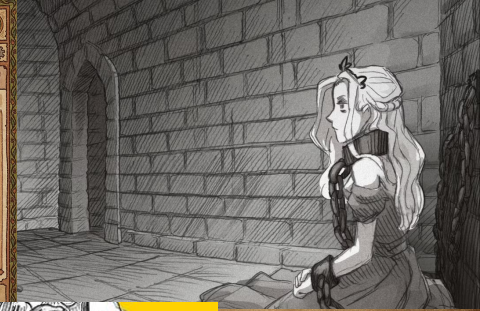
- Maidens will bring portraits of the noble; deduce where they're from
- You will receive letters of the noble's preferences
- Sometimes preferences will contradict the booklet, prioritise preferences



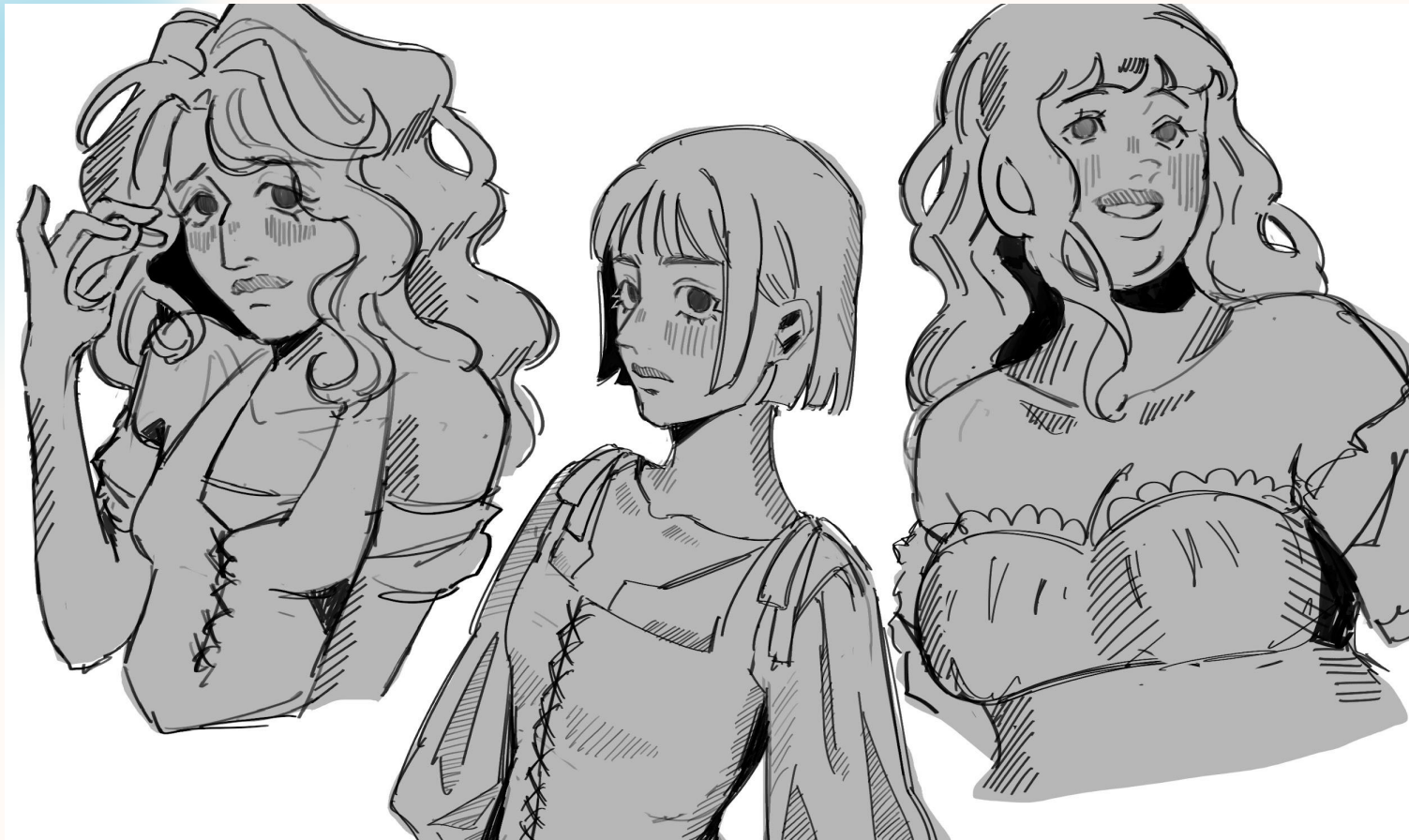
Letting this paper prototype run in the background while i speak because it's quite long 3:

# Design concept mood board

- Hand drawn feel
- Earthy colour palette
- Desaturated colours
- Hatching and cell shading



Maiden concepts, diverse features; i  
also just wanted to art style test



**Thank you!**