

Notes on game idea presentation

Monday, 24 November 2025 10:58

- 2nd - Issy - rpg/rogue/card/board game
 - ↳ mention 3d - board game on the table
like uno/norapoly?
 - ↳ adventure theme game?
- 3rd - Parker
 - ↳ idea 1 could reverse and try to sneak our devices in
 - ↳ multi-player - 1 vs 1, sneak past opponent
- 4th ET - Simon nav.
 - ↳ build observation tool up our
- 5th ~ zone - mental time travel
 - ↳ Adam cameo
 - ↳ search - multiple per round? e.g. sent - sent - dead - hit
- sell sword
- 6th - ISI - doll animation - Lenneth striff
Go rig/control game
- 7th - Sangrui - behind the Princess - Mario
 - beat mind games

- best whodunnets

- 8th - Parker - Cool here grand sim

- 9th - ^{Rosie} Sedan / light

↳ invert light engine?

- 10th - Josh - exploration / tower defense

- 11th - Case meeting

- 12th - Hugo - nice: Automation

↳ tank combat

- 13th - Guy - Photo game

- 14th - Sam - 150 metric tower defense

↳ layers ?

← 15th - 1st di

Presentation in 2 weeks

Monday, 24 November 2025 15:41

— 8 min Pitch

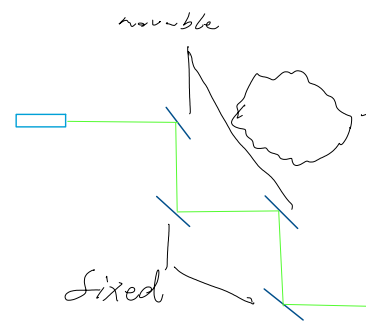
— Examples

— Melodic Demos

— Visual Style

- puzzle designs:

- 2-3 leged out puzzle examples
- various difficulties
 - ↳ intro level puzzle
 - ↳ 2/3 progression puzzle
- design the elements i.e. components
 - ↳ source
 - ↳ manipulation
 - ↳ goal / end point
- note physical principles relevant



- Environment design:

- mood board inspiration
- create visual art to draw rough look
- map out floor plans
- block out a level and texture

puzzle
of life

- Sound / music:

- Light has no sound !!
⇓
- sound based on moving components
- create music playlist / reference

hall or something

Some components can be
strictly rotated
- some only 90° sharp



Make look like prison?

or some where you alter the path
at

hesance

Music and Sound

27 November 2025 15:56

Muse: Simulation Theory

- Specifically: Algorithm, Thought Contagion, The Dark Side (?), Dig Down (synth bass + drums), The Void (++)

Daft Punk:

- Tron Legacy - Specifically: The Grid, Recognizer, Armory, Outlands (?), End of Line (+++), Derezzed (++), End Titles (+++++)
- Harder, Better, Faster, Stronger; Around the World; Aerodynamic (++); Giorgio by Moroder (+++++); Television Rules the Nation (?);

Kavinsky:

- Nightcall [instrumental of the newer version] (++); Pacific Coast Highway (++) - and others

Yazoo:

- Situation (The delay effect on the intro is awesome); Bring Your Love Down(+); honestly loads of Yazoo music, their synth bass and lead sounds are fantastic

Eurythmics:

- Sweet Dreams (++ of course);

Fed the above to gpt 5 asking for similar, searched artists and derived the following

Gunship:

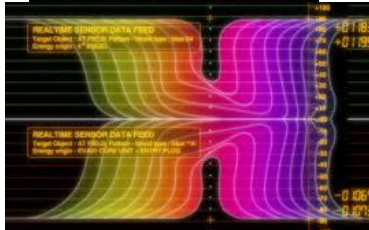
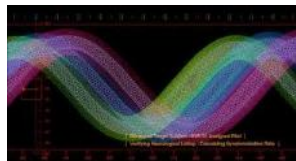
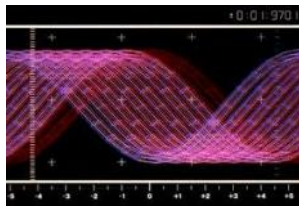
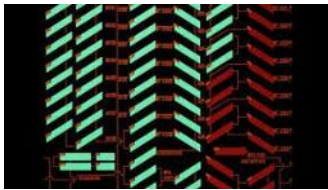
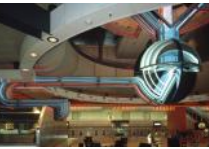
- Blood for the Blood God (high intensity level maybe); Monster in Paradise; Cool sound design, not quite the right fit with their songs but good sounds

Perturbator:

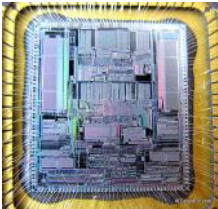
- Future Club; Humans Are Such Easy Prey

Further additions based on deezer algorithm

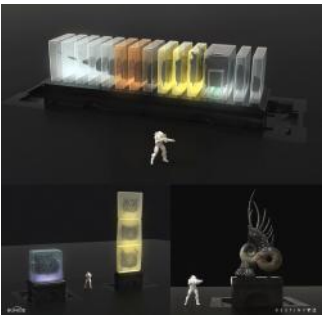
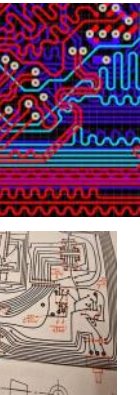
Visual Inspiration



General Inspiration



470 x 452

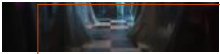


Specific Interior and lighting Inspiration

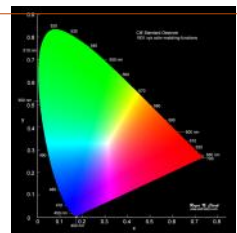
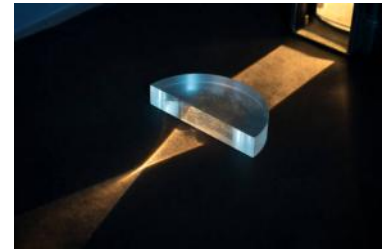


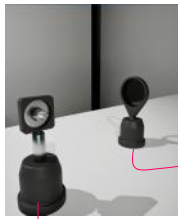
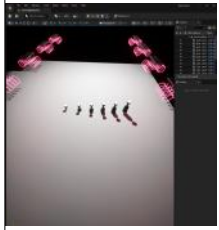
Goldeneye 2010





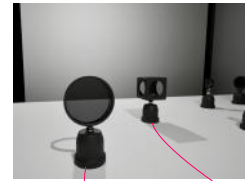
Light inspiration



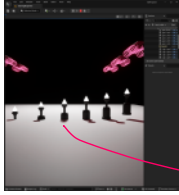


Silber

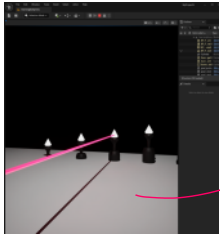
Silber correction



Converging lens

rectangular optic
e.g. dichroic mirror

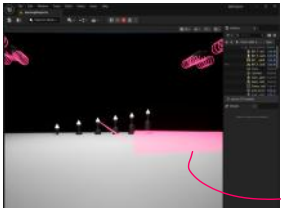
optimal beam height



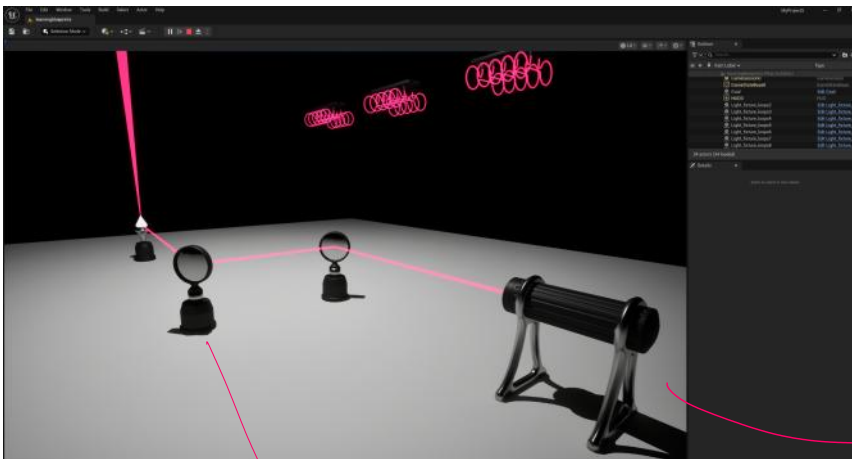
Beam height next to player ✓

$$243 - 130 \Rightarrow 115 //$$

1150 mm beam height



Looking through beams

is nice $\Rightarrow$ make crouch eye height = beam height

mirror 3

Source needs
but happy— seems don't work
but looks like
texture

work
with science
yet
it is simple

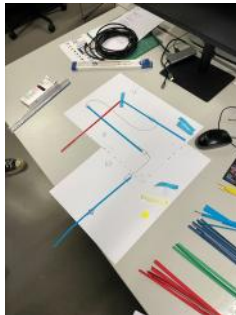
Paper prototype

Parker Play the

1.



2.



3.



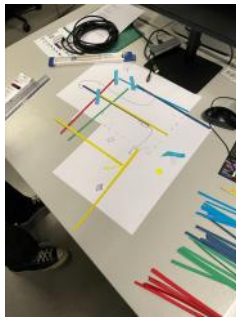
4.



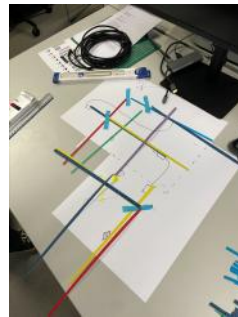
5.



6.



7.



8.



- puzzle felt good

idea of how long it was difficult

- the spectrum helped

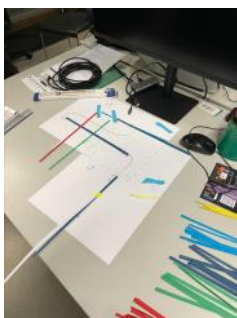
more λ were obvious

- liked split sections

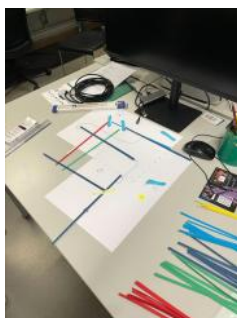
testing

graph

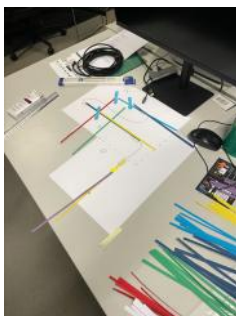
5



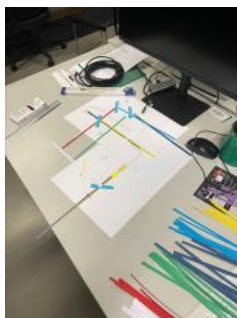
6



11



12



- set zones seed

- little to see here negotiations

— make components at the 1/50 centre height scale

↳ source ✓

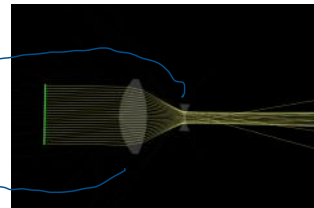
↳ source ✓

↳ mirror ✓

↳ splitter ————— semi silvered mirror? — cube? —

↳ lens (diverging) ————— smaller lens b/c can be 45°

↳ lens (converging) ————— larger lens b/c can be 45°



↳ diaphragm ————— cube — ?

↳ filter ————— up side down Rain drop shape



↳ fibre connection ————— bulbhead style on post ✓ ✓

↳ freq. doubler ————— cube crystal at 45° on pedestal ✓ ✓



✓



white / silver appearance ✓

same structure ✓



✓



transmission colour on one side, reflected on



types? → appears colour of light that is

other, ✓

transmitted ✓

