



GAME IDEAS

RIYA LIMBU



Game idea 1



Narrator (Game title pending)

genre : Interactive adventure, horror, point and click

Summary : A interactive choice driven game, where the player decides the story of a character within a storybook.

goal : To escape the story book

gameplay : point and click , dialogue choices





Gameplay



FIRST HALF : At the beginning of the game you play as the narrator, filling the missing blanks of sentences . After a while, the narrator gets distracted with something that's happening in another story. This allows the in-game character to wander around, making their story.

SECOND HALF : After, the narrator is distracted and the in-game character begins wandering around without the narrators voice, you then control the in-game character





GAME IDEA 2

IMMORTAL

(G A M E T I T L E P E N D I N G)

GENRE : INTERACTIVE ADVENTURE GAME

SUMMARY : A STORY BASED GAME IN A WORLD FULL OF VILLIANS, SOMEONE WANTS TO BE A HERO. EVEN WITH NO POWER HE BELIEVES HE CAN BECOME A HERO BUT WHEN HE TRIES TO SAVE SOMEONE HE "DIES" AND FINALLY FIGURES OUT HIS POWER IS BEING UNABLE TO DIE.

THE STORY WILL RELVOLVE AROUND TRYING TO STOP THE CRIMES AROUND THE CITY.

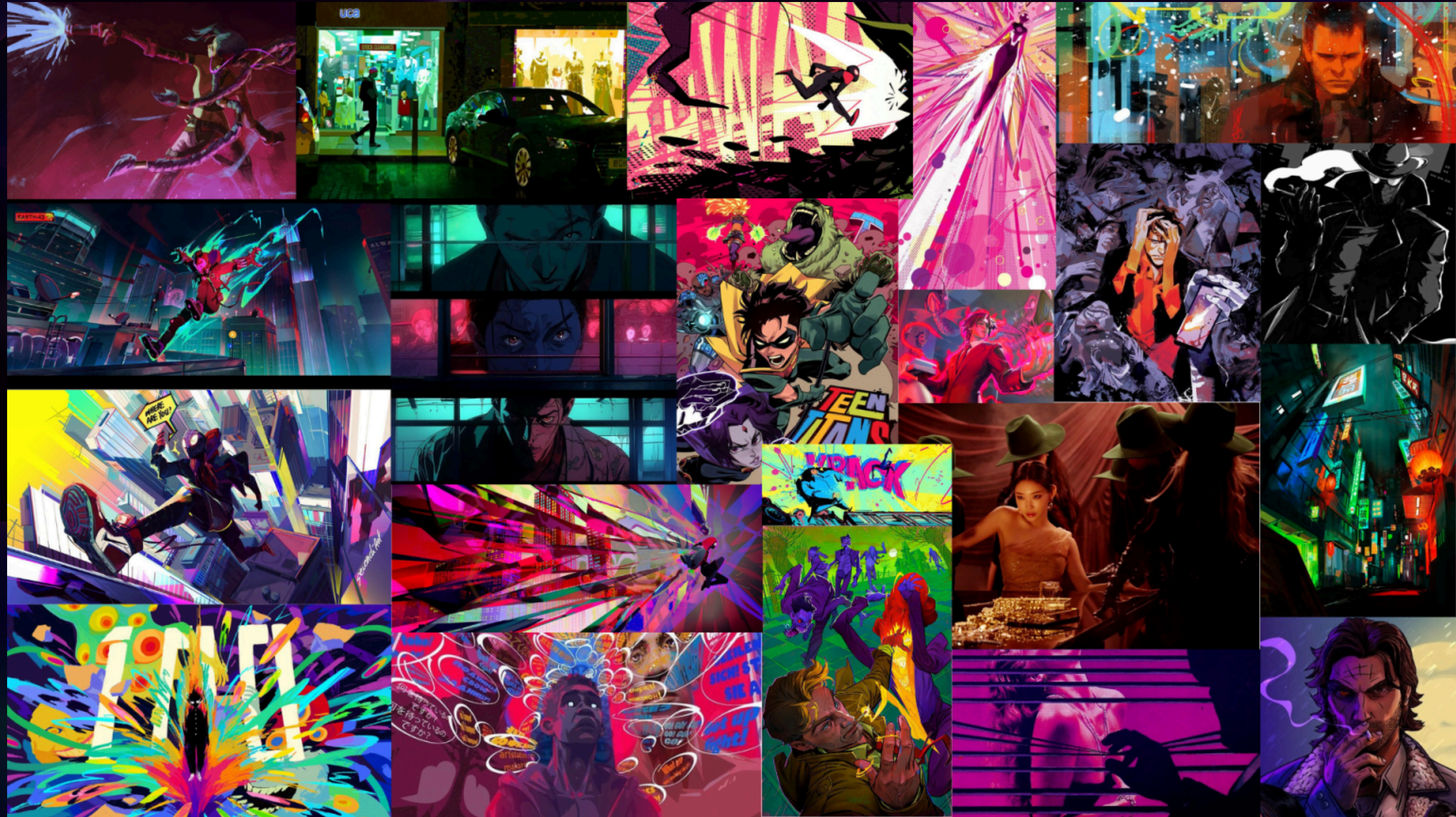
GAMEPLAY

THE GAME WILL INCLUDE:

- POINT AND CLICK MECHANICS
- QUICK TIME EVENTS
- MULTIPLE ENDINGS
- TIMED DIALOGUE CHOICES
- EXPLORATION

DESIGN CONCEPT

Art style : Mix between
Neo noir, vaporwave,
and retro wave



ENVIRONMENT ART





GAME IDEA 3



FATE

(G A M E T I T L E P E N D I N G)

Genre : Interactive adventure game

Summary : You learn about a story growing up that's been passed down through many generations. You being a non-believer think it's a ridicules tale but you soon come to realise the tale is your life where you're forced to acknowledge the tale. Do you try obey fate or change it?

Art style : Mix between Neo noir, vaporwave, retro wave and comic book aesthetics.

GAME PLAY

- Quick time event
- Decision making
- Point and click
- Multiple endings
- Plot twist!



THANKS FOR
LISTENING