

# BRAINSTORM LAB

~David Coleman

## FREEFORM MINI-PITCH

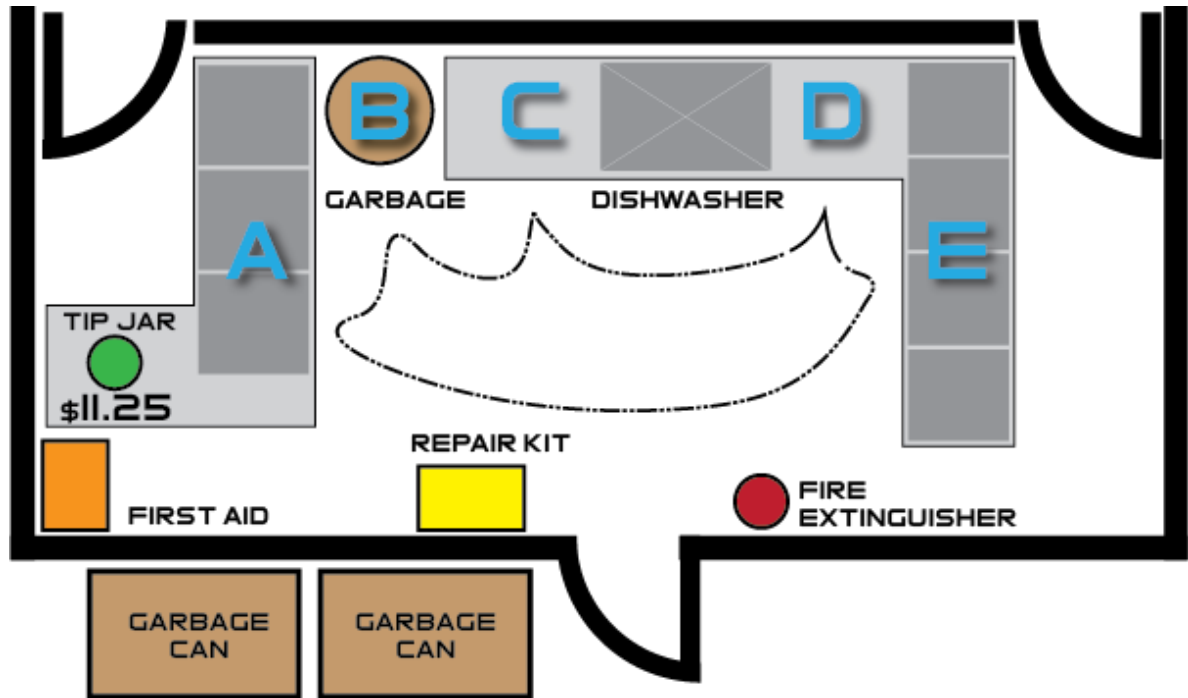


## DISHING IT!

**HOOK:** How much can you earn on a busy night running the backend of the restaurant as a dishwasher?

**DECISIONS/CONTEXT:** A Restaurant Dishwasher races to keep up with a challenging shift of incoming patrons by maintaining dishwashing loads, garbage, and other maintenance while keeping servers happy in an assembly line action adventure. The player as a dishwasher will make critical timing choices to keep all things running smoothly in the back end of the restaurant. Audio and visual cues will help player gain experience with the passing patrons and server rushes. Successfully managing of all duties will result in servers tipping the dishwasher from their successful tips from patrons. From time to time the player will use first aid, repair kits, and fire extinguishers for unexpected events.

**DIAGRAM:**



- A. Servers drop off dirty dishes in this space with the tip jar that the dishwasher is trying to financially build.
- B. Garbage can get full and will need to be emptied from time to time out the back door in the larger cans.
- C. Loading the bin with dishes needing cleaning.
- D. Unloading cleaned dishes from the washer.
- E. Number of clean dishes available for servers to get and use for patrons.



# WESTERNIZE

**HOOK:** Can you transform yourself to be a hero/heroine in the wild west, in a choose your own path storyline adventure.

**DECISIONS/CONTEXT:** An Audio choose-your-own-pathway adventure where players follow a story, make decisions and perform actions when queued by specific audio directions consisting of verbal directions and sounds. This is a non-animation interaction from static imagery that follows a story tree and where players must react with choices in a specified time, event or personal desires. Example: Quick or delayed responses will change the outcome of the story path. Will the player shoot early, right-on, or late after hearing the 10 paces in a duel shootout of their character story?

**DIAGRAM:**

PLAYER LISTENS TO AUDIO CUES FROM THE STORY BEING TOLD



FROM PLAYER CHOICES THE STORY CONTINUES BASED ON TIMING, EVENTS & PERSONAL DESIRES  
Images would be an illustrated art similar to a novel book that someone would read while the focus is the imagination in the players mind mixed with all audio interactions combined with player input on mouse/keyboard. All narration would guild player actions for choices.

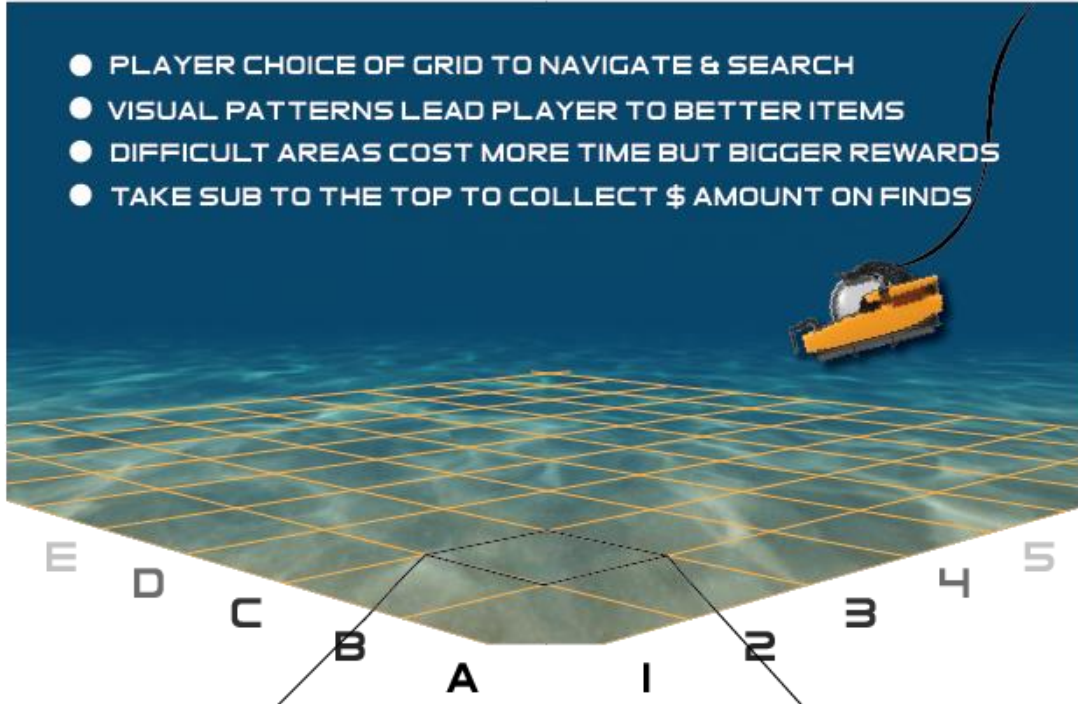
# SUBMERGED

**HOOK:** A unique underwater treasure brings many archeologists that race to document and sell their findings for a financial victory.

**DECISIONS/CONTEXT:** Using a submarine drone to help uncover, document and excavate underwater valuables from an archeological find, players will try to beat the clock and have the most financial return on their successful gains. Players are awarded only a specific area that borders other excavation teams. With only a specific time available to find the hidden treasures the race is on to uncover as much as possible. The highest return will allow that team to take over another section of the dig increasing their area for the next round or day. This 3D space will be navigated as a third-person perspective allowing players to zoom in and out of their work space.

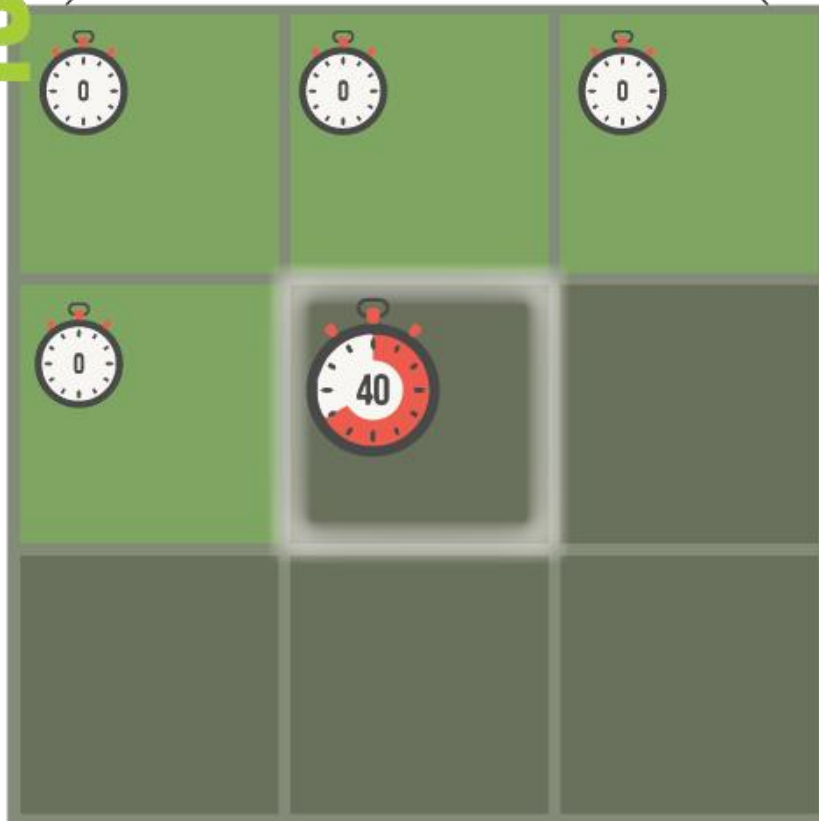
**DIAGRAM:**

- PLAYER CHOICE OF GRID TO NAVIGATE & SEARCH
- VISUAL PATTERNS LEAD PLAYER TO BETTER ITEMS
- DIFFICULT AREAS COST MORE TIME BUT BIGGER REWARDS
- TAKE SUB TO THE TOP TO COLLECT \$ AMOUNT ON FINDS



EACH SEARCHED GRID HAS A CLOCK TIMER THAT INFORMS PLAYER OF TIME REMAINING FOR THAT SEARCH AND FINISHED AREAS

**B2**

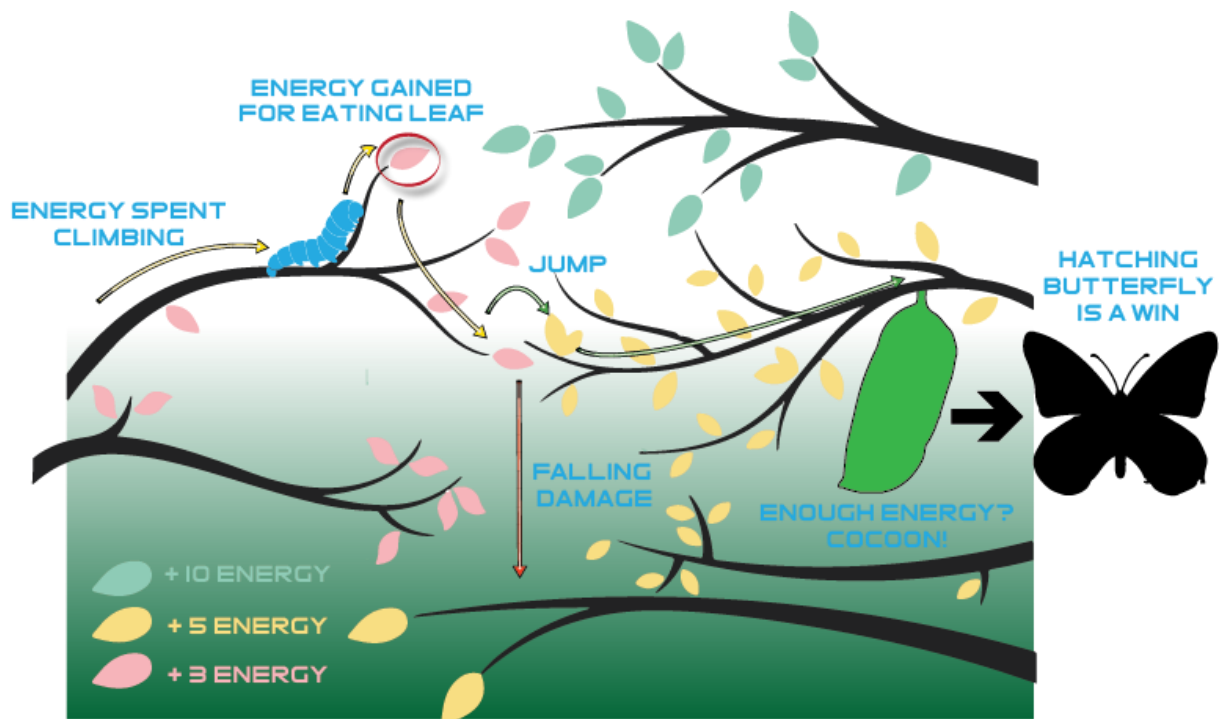


# COCOONING

**HOOK:** Player takes on the difficult role of navigating to food sources as a caterpillar working to become a butterfly in hostile environment.

**DECISIONS/CONTEXT:** A 2D game that is played out in the lifecycle of the Butterfly by starting as a new caterpillar eating leaves and navigating to new sources. Must outweigh distance and difficulty in the search of food as the object is to build energy source in order to build cocoon. Player wins if the butterfly emerges because of enough energy stored for the process. Predators and falling condition can end the game early. This game relies on navigation awareness and energy saving.

**DIAGRAM:**



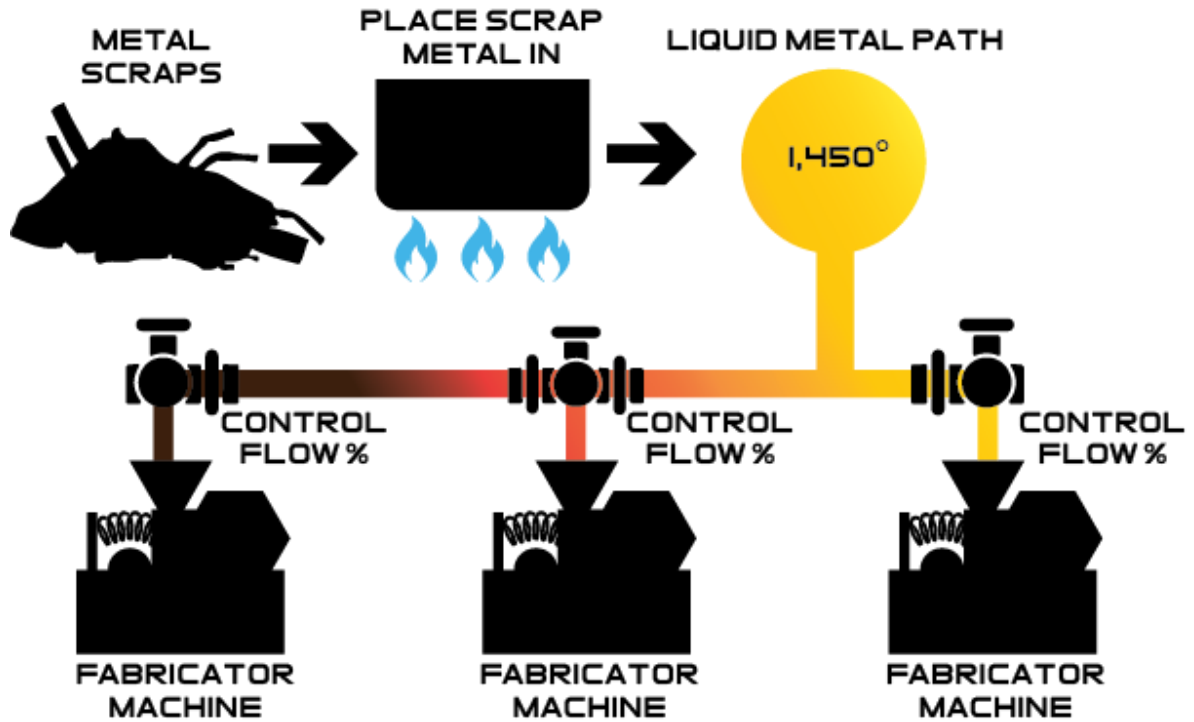
# LIQUID METAL

**HOOK:** A puzzle game to learn how to manage the loading, heating and pouring of liquid metal down pathways to several fabricator machines.

**DECISIONS/CONTEXT:** Factory Steel Plant has several fabricators that need to run at the same time from one furnace. Players load furnace and set the temperature then regulate the flow to each fabrication machine that uses the liquid metal to form specific items. Some require more liquid metal than others and are at different distances. Control valves regulate amount to each fabricator. Find the right temperature and flow percentage to each fabrication machine so all are running at the

same time. This would work as a top down isometric view game for player character to run between each location in a factory setting.

DIAGRAM:



Player is notified if fabrication machines are not getting the right amount of liquid metal. Conditions may change based on the amount of raw metal heating up versus an improper temperature for heating the amount. Darker color paths move more slowly while bright yellow move faster.



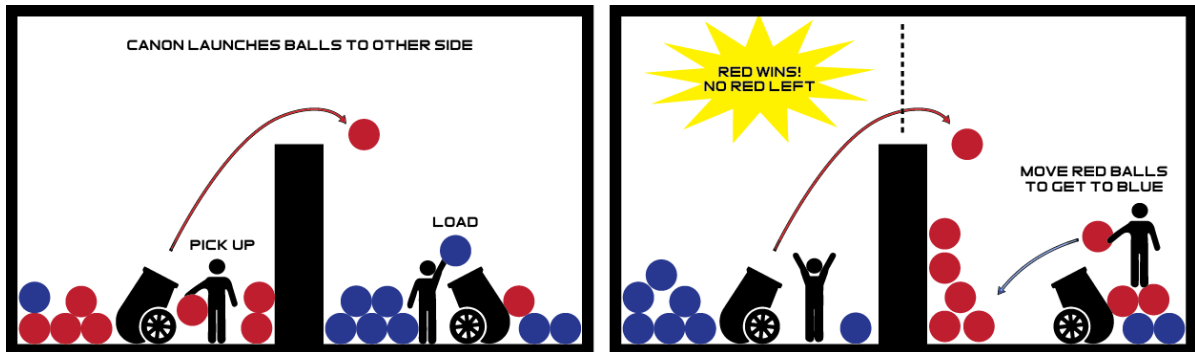
\* Source for Random Word Generator: <http://www.randomwordgenerator.com>

# RUN & EJECT

**HOOK:** Two rooms, two players, red & blue balls, and two cannons what could possibly go RIGHT here?

**DECISIONS/CONTEXT:** Running players will gather their colored balls in a room and load them in the cannon that then launches (ejects) them to the opponent's room. Players must be the first to empty their room of all their color balls. As the opponents colored balls fill the same room with your own color balls it will become more increasing difficult to dig through and retrieve your own. Advancing rounds will showcase differently shaped rooms as a challenge.

**DIAGRAM:**



Realist physics will allow balls to bounce and fall to different locations. Player will move the wrong color ball out of the way to get to the right one. Player will be able to aim the canons desired ejection path to get to the right opening.

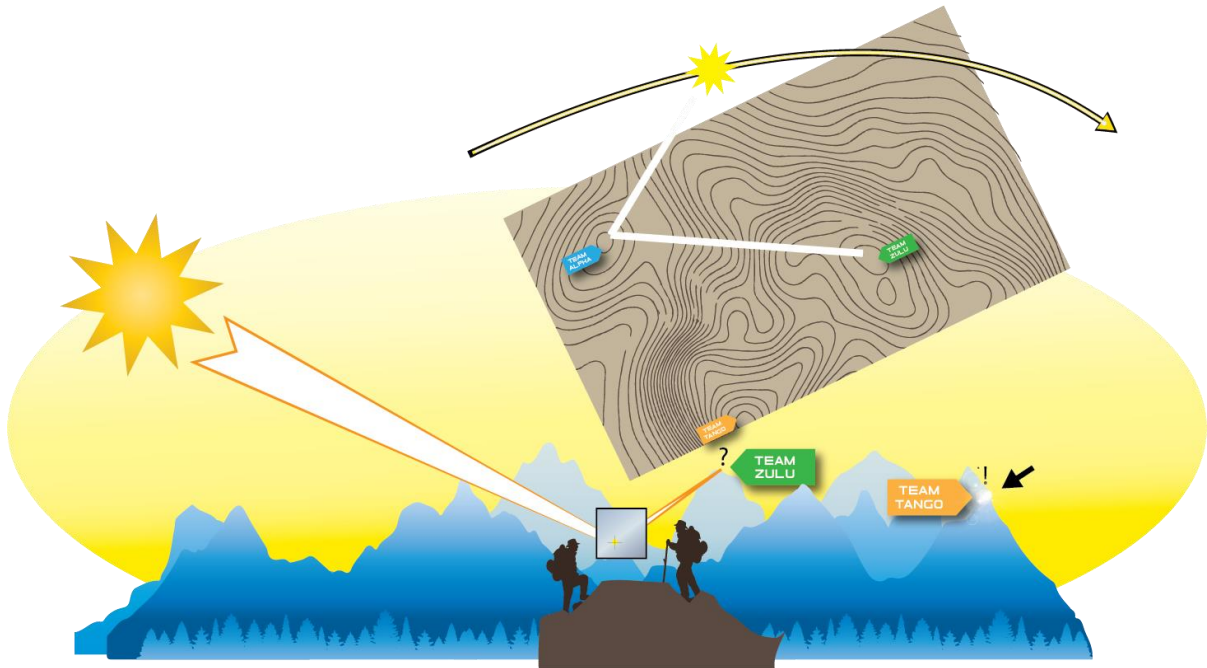


## BORROW & DAY

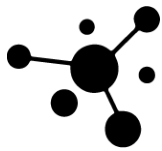
**HOOK:** A simulation game of On-Target that uses signaling mirrors at the tops of mountains to bounce sunlight to another mountain top.

**DECISIONS/CONTEXT:** On-Target is a yearly event where signal mirrors are used to contact others doing the same thing on mountain tops. They confirm visible signals by a handheld 2-way radio. In this game players signal other mountain tops and using a map, coordinates and list of participants to confirm each successful connection for points. The window of time is short, clouds can block the day light. Borrowing the sunrays that bounce off mirrors players turn their mirrors in the desired direction based on map coordinates to other mountain locations. If it is spotted you get points and if you spot others signaling you then more points are added. Be the one with the most successful connection.

**DIAGRAM:**



Team Alpha is looking to hit the right mountain top for Team Zulu by using their map first and then matching the mountain peaks they see in the game world. While they were aiming their mirror in the right direction Team Tango is flashing the Alpha Team where they both receive points. Returning the signal will increase it even more securing higher points.



## COLLECTION & HEMISPHERE

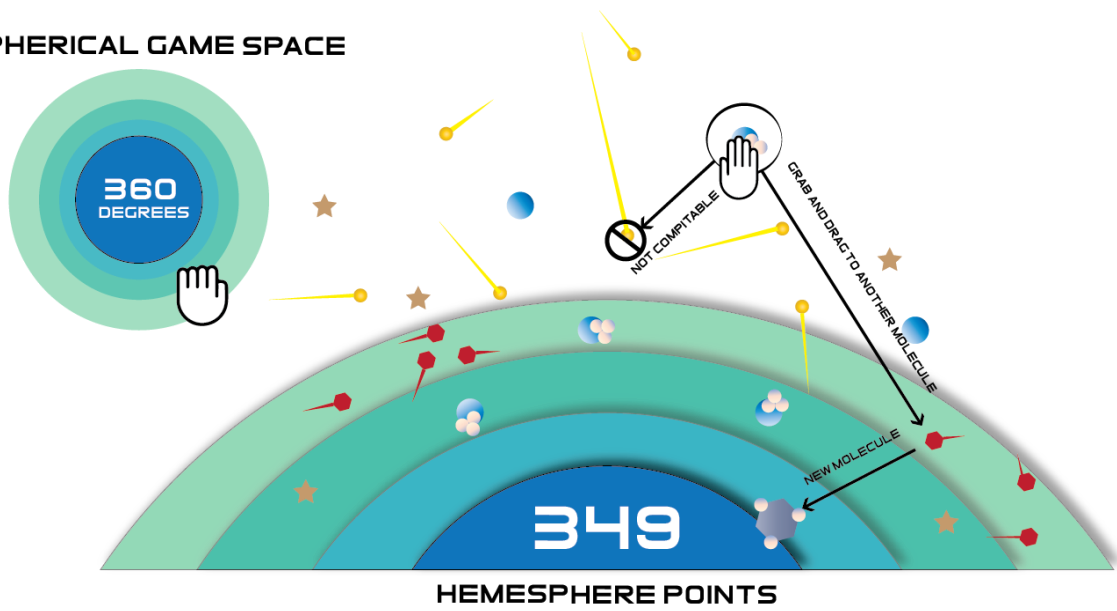
**HOOK:** A casual brain game of collecting moving molecule shapes and applying it to other shapes that create larger moving objects on a spherical hemisphere play space.

**DECISIONS/CONTEXT:** A sphere game space such as the game of SPORE but a smaller ball and smaller play area that the player can rotate 360 degrees on. Layers in the hemisphere are the interaction space where player can combine moving molecule shapes that will combine or repel each other. Player figures out how to get objects to the lower levels on the sphere and become absorbed giving off points for success.

**DIAGRAM:**



## SPHERICAL GAME SPACE



Player can grab and drag the whole sphere to look for the right combination of objects. Player figures out how to combine different objects to get bigger ones that go deeper on the hemisphere where points will begin to accumulate. Game advances with a change in sphere to new layers and objects.

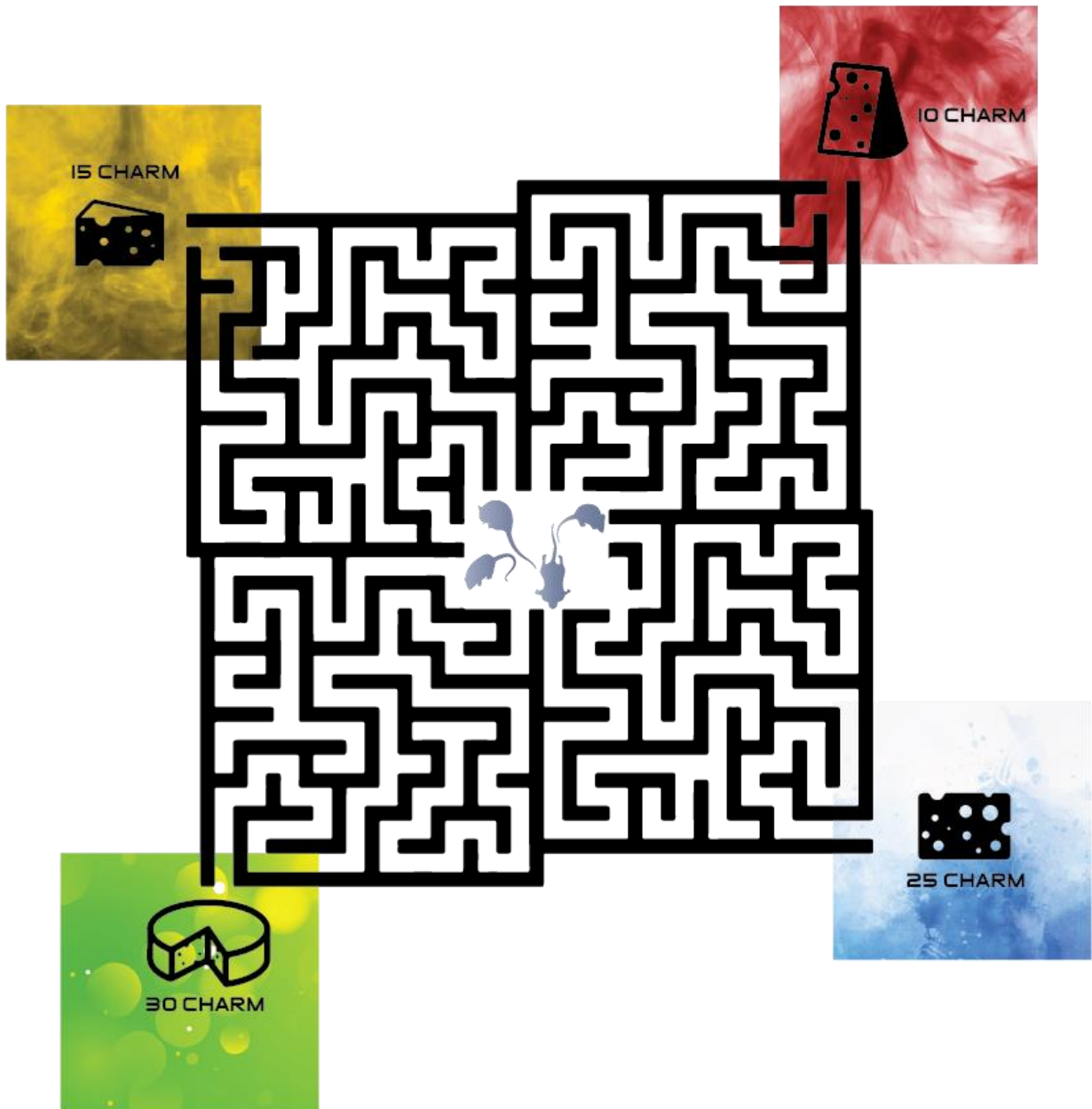


# CHEESE & CHARM

**HOOK:** Rats increase in their charm by performing the scientific experiment correctly by following cheese odors in a maze contest in a first person experience you won't forget.

**DECISIONS/CONTEXT:** Charm is awarded to the rats that find not only the best cheese but the most. Players determine in the scientist's maze which visual odors in the air are the best cheese reward. A multi-player experience 1 – 4 rats. Rats look up and down to see smell vapors floating and moving to determine how to navigate the maze to the reward. A timed event so the rat with the most charm at the end of the event is then spoiled by being given a bigger cage with couch and mini TV and all you can eat cheese.

**DIAGRAM:**



Each cheese odor has its own color and can swirl with other odor patterns that the rats will see. Players determine where the source is based on the movement pattern and then navigate through the maze to get to the cheese. These will rotate per round so the maze changes and the locations of cheese.

## **BAND & BRILLIANCE**

**HOOK:** Choosing from an assortment of drums where players can achieve the brilliance ranking by mastering a perfect rhythm pattern in a band of drum players.

**DECISIONS/CONTEXT:** Learn different drums and beats in this game of musical drumming. The more the player keeps timing and patterns in sync with the other drummers the more a brilliance glow will surround the player character. Standing out more than the other will award you greater brilliance points that can open up new instrument drums to try out.

**DIAGRAM:**



Matching the beat of the music awards you a green dot while blue is early and red late. Brilliance grows with more correct timing. A selection of different drums is offered with more to be unlocked.



\* Source for Boardgamizer: <http://www.boardgamizer.com>



**Mechanics:** Betting

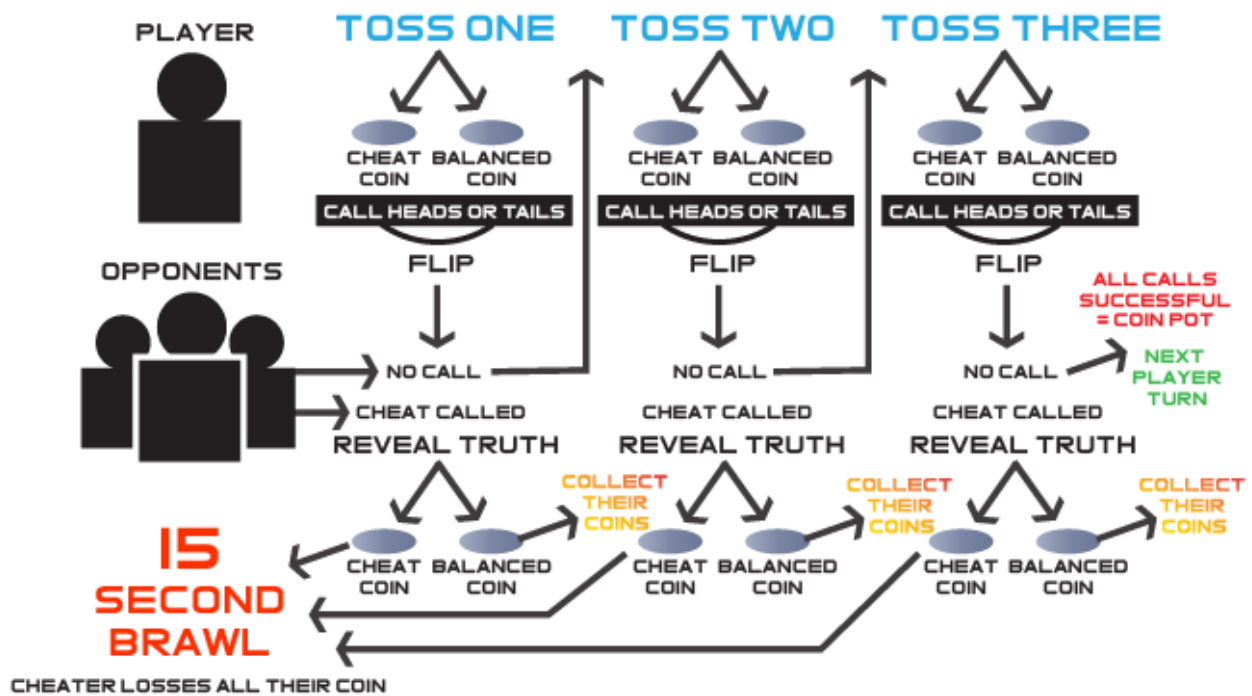
**Theme:** Brawl 18<sup>th</sup> Century

**Victory:** First to win a number of rounds

**HOOK:** A coin tossing game in the 18<sup>th</sup> century where players brawl if they are caught cheating the coin toss.

**DECISIONS/CONTEXT:** Place your bets. Player turn decides to call heads or tails and then chooses a hidden coin that is a cheat or a balanced coin. If opponent calls a cheat the coin is fully revealed. If they are wrong player gains all their money and if they are right a 15 second brawl breaks out. Each player must toss three in a row before passing to the next players turn. Three in a row correct calls that player gain the pot of coins put in.

**DIAGRAM:**



# KILLER OF GIANTS

**Mechanics:** Worker Placement Movement Program

**Theme:** Nuclear Energy Revolution

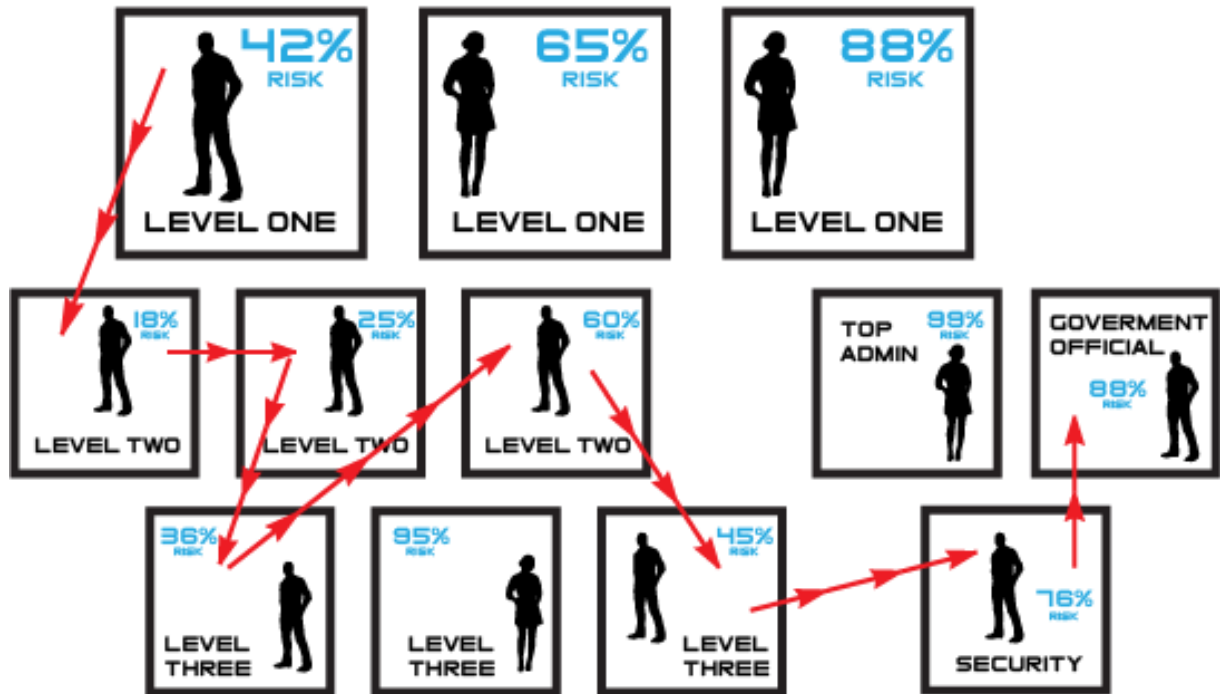
**Victory:** Better Use of Resources

**HOOK:** Infiltrate a Nuclear Power Plant as a spy and shut it down in an effort to save the world from nuclear technology.

**DECISIONS/CONTEXT:** A turn based game with a XCOM2 feel but smaller with the player as a spy that can take on different identities within a nuclear power plant. Master of disguise the object is to find the shutoff control center and safely power down the system sabotaging a restart. Get in, find, and get out. Player can save the planet or get caught. Player starts out by interacting with other employees as part of the worker placement program and then sets out to find the right department and personal leading them to the shutoff zone. Interacting allows the player to clone passcodes, security, and use vital information. Players can decrease the risk % by more interaction.

**DIAGRAM:**

## CHOOSE IDENTITY



Taking on a new identity has a starting risk factor that can be lessened by interactions and maintaining cover for that individual. It will be harder to impersonate the opposite sex if you have started out the as the other. Player can also change down to a lower position in power if needing to hid more when mistakes have created to high a risk.



# CYBER-CHICKEN

**Mechanics:** Rock, Paper, Scissors

**Theme:** Cyberpunk

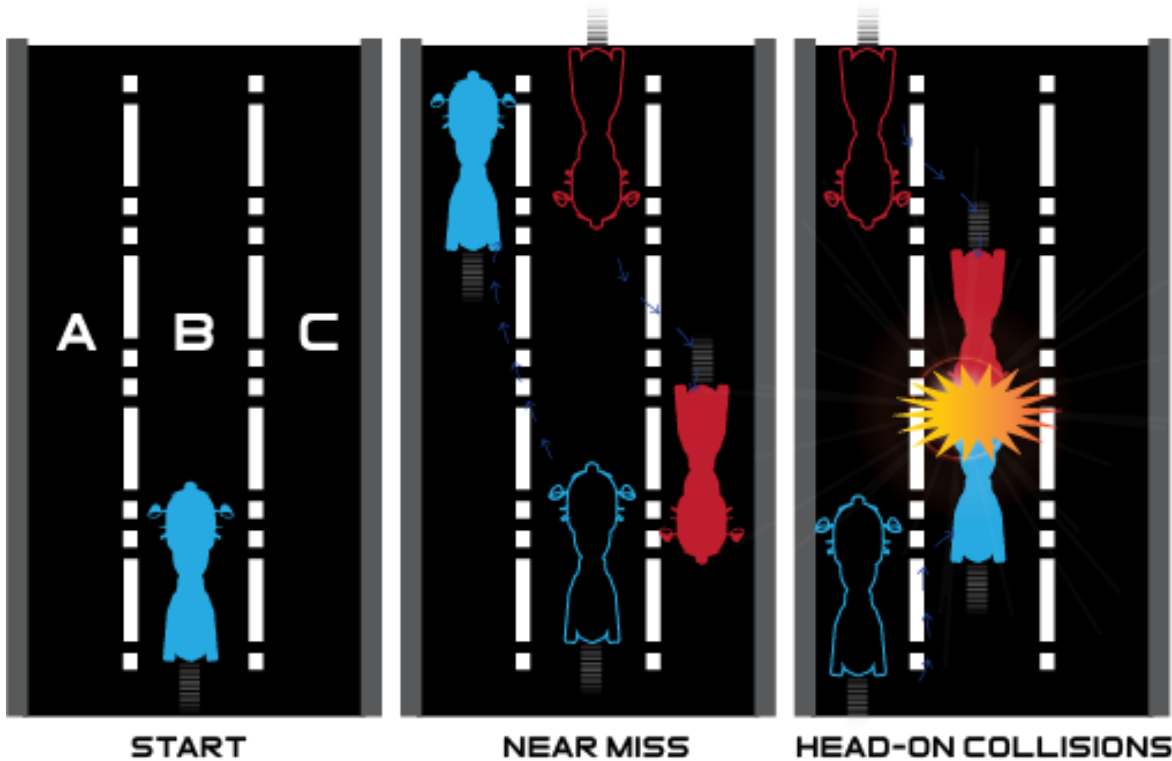
**Victory:** Survival

**HOOK:** A classic rock, paper, scissors game set in the future with Cyberpunk Motorcycles where you get one additional chance to change an outcome.

**DECISIONS/CONTEXT:** In a cyberpunk motorbike game of chicken players will guess which of three lanes to choose from and play out the outcome with only 1 move correction during the head-on pathway. Players do not see which lane the opponent is starting on. Big status for the winners of each round.

**DIAGRAM:**

## WHO SWERVES FIRST



Each player starting cannot see which lane the other has chosen. The points go to the player that swerves last creating a near miss in most cases. Head-on collisions happen a lot as the bikes get faster and faster with each passing round.



## GRAVE HERITAGE

**Mechanics:** Territory Building Mathematical Calculation

**Theme:** Urban Legend Tomb

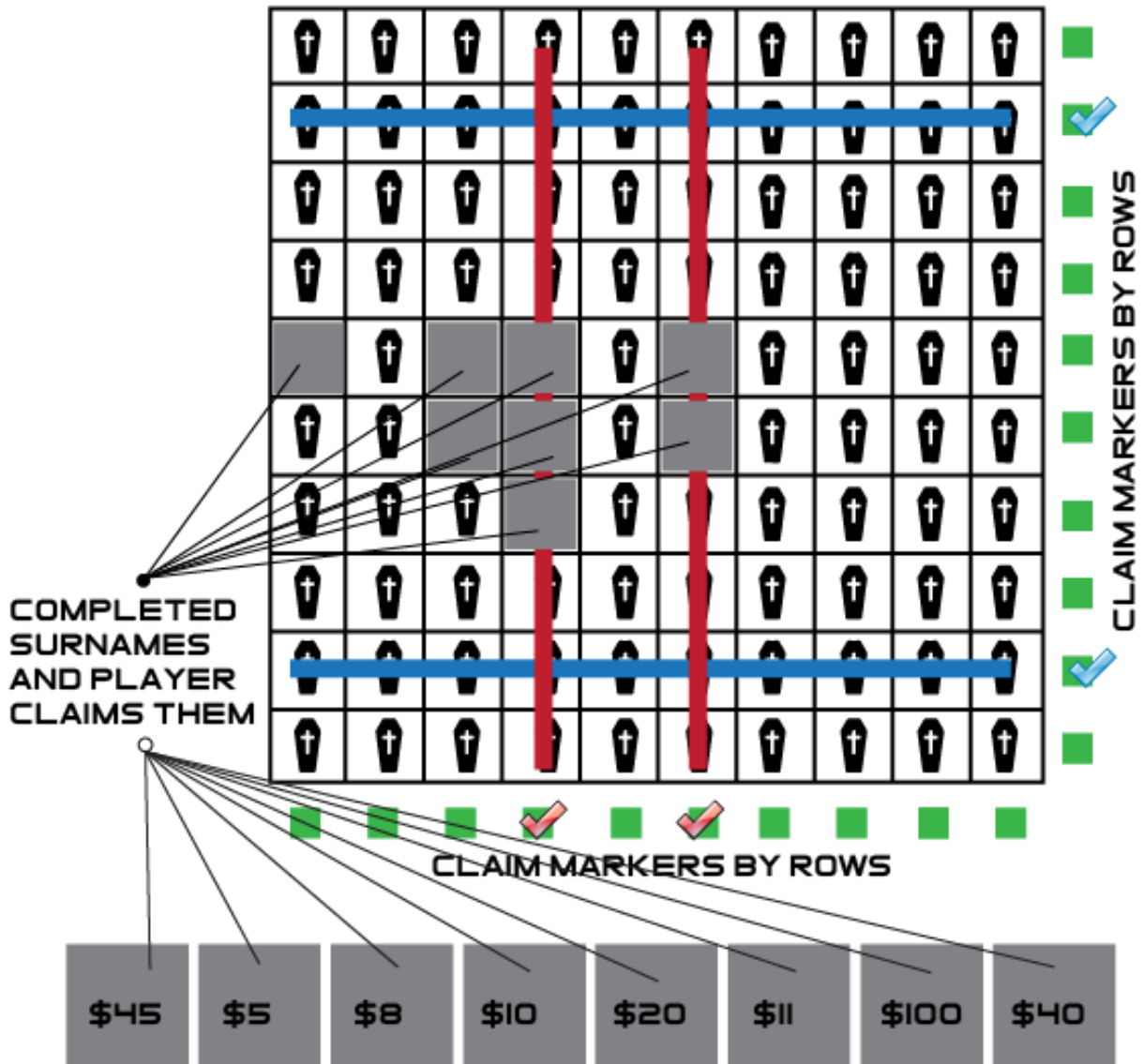
**Victory:** Match your cards

**HOOK:** A strange version of the Matching card game where players claim family names to Get loot the hard way by robbing the dead.

**DECISIONS/CONTEXT:** Players claim more cemetery ground by calculating each tomb grave they dig up by row and column versus another digger on the opposite side. Claiming a wealthy family name means gaining all the same surnames in the cemetery. Calculate the limited claims you have and trade them for surnames that have more tombs than another. Players draw cards with the names and loot dug and go again for each match 2 or more. Matching surnames are then turned over on the graveyard spaces and removed when that player believes there are no more. When the player no longer has any cards to choose, the game is over and all teams tally their financial findings. The highest wealth is the winner! Players flip 2 cards every turn minimum.

**DIAGRAM:**

# GRAVEYARD TOMBS



Claim allow players to flip those rows only while intersecting lines no one can claim till they are moved. Completed surnames revealed 8 cards with the wealth gained. Players take turns flipping till no more can be turned over.



# OASIS

Mechanics: Simultaneous Action Selection



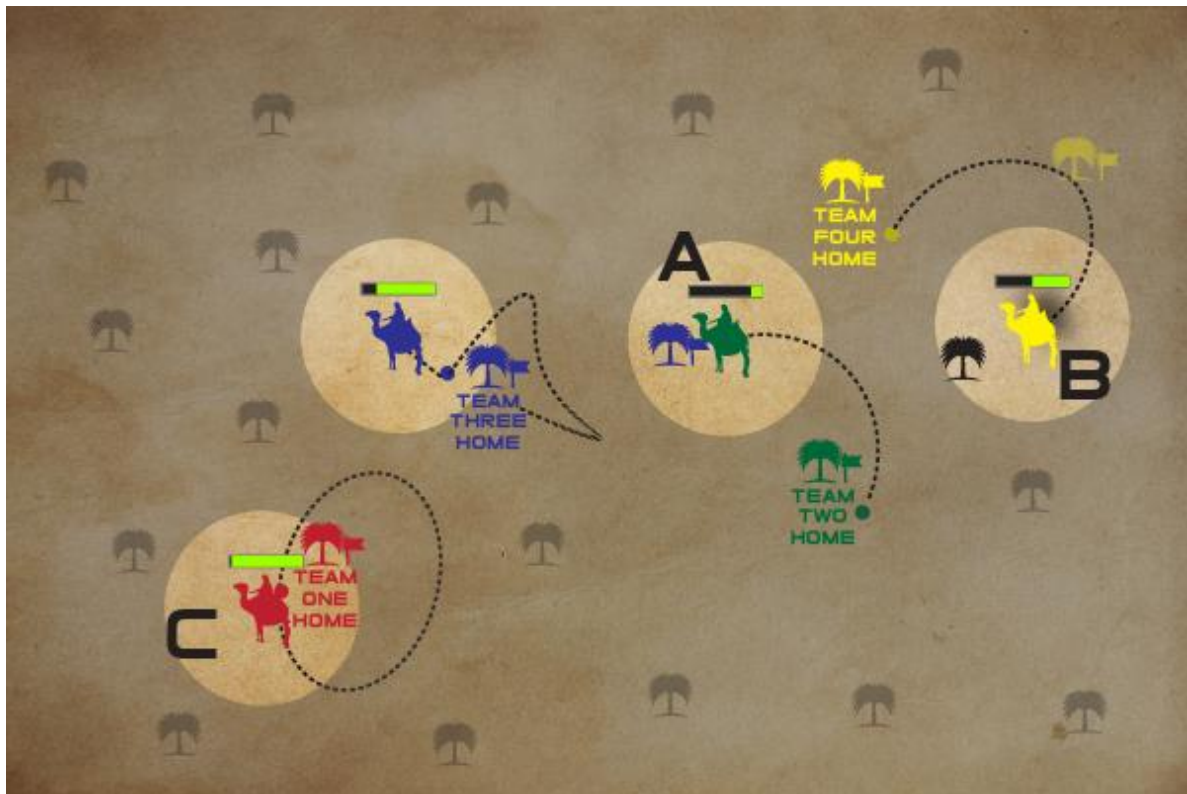
**Theme:** Emergency Oasis

**Victory:** Most Captured

**HOOK:** Players search in a dust storm condition for lost oasis refuges scattered throughout the desert and capture them with their flag.

**DECISIONS/CONTEXT:** Multiplayer RTS with a fog of war effect search for hidden oasis refuges. Each player will move out and back the allotted spaces from their starting oasis in search of the other hidden oasis refuges covered in a dust storm. Claiming more will expand the reach of how far and where the player can search next. Battle already claimed oasis refuges by replacing opponents' flag. When all have been found the most captured will win the game. All oasis refuges claimed are simultaneously announced to all players on the map so they can adjust accordingly to find new or search for claimed sites. Each player rides a camel and restores health for each connection to an oasis.

**DIAGRAM:**



A. Green player is approaching a blue player flag claim and they will replace the claim with their own green flag.

B. Yellow player has already claimed an oasis and was recharged with health, then has found another oasis.

C. Red is still searching to find an oasis in the dust storm (fog of war effect) as players move.

# ORIEL'S RANDOM GAME GENERATOR MINI-PITCHES

\* Source for Oriel's Random Game Generator: <http://orteil.dashnet.org/gamegen>

## FORGE

-----An adventure game where you chase dark wizards to forge the sacred sword-----

**HOOK:** An adventure game where you chase *blacksmiths* to forge the sacred sword.

**DECISIONS/CONTEXT:** A Pacman style game where multiple players will chase 3 castle Blacksmiths in a maze setting only when they gain the three needed pieces that force the Blacksmiths to forge the sacred sword otherwise, they chase the players. Contact with a blacksmith without all three needed parts for the sword result in death. Each player has three lives. Players need to get to all three blacksmiths after getting all three pieces to the sacred sword.

**DIAGRAM:**

### CASTLE MAP



### FIND THE PARTS FOR A SACRED SWORD

A. The location of the needed blades of the Sacred Swords.

- B. The location of the needed jewel of the Sacred Swords.
- C. The location of the needed hilts of the Sacred Swords.
- D. The location of the three Blacksmiths that roam for intruders.
- E. The Starting areas for 2 – 4 players that will search out the parts of the Sacred Sword.



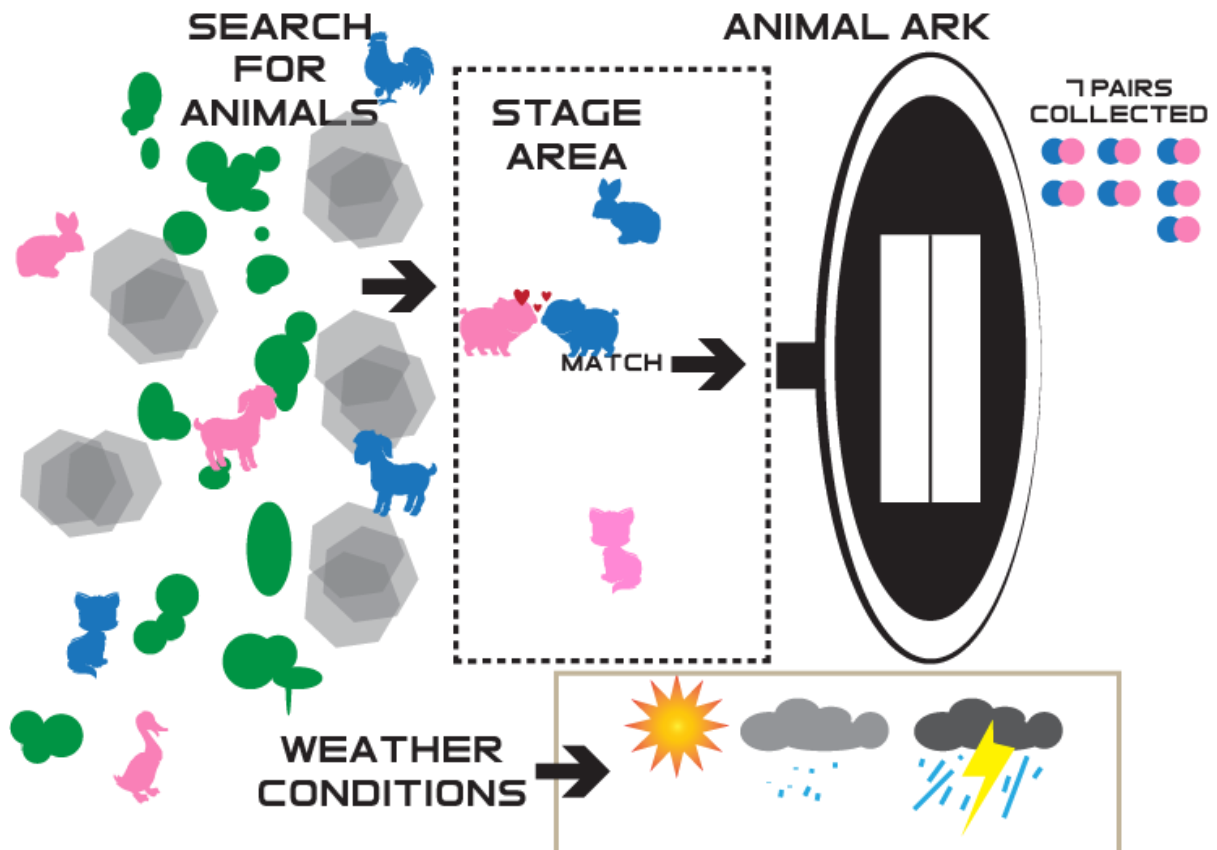
# ANIMAL ARK

----A mobile game where you collect farm animals under the time limit----

**HOOK:** A mobile game where you collect *male & female* animals under the time limit

**DECISIONS/CONTEXT:** Fill Noah's ark with animals finding their mates outside the boat within a time limit of the approaching rain and flood. Players can stage animals they find outside the boat by touch and drag. Animals must have their pairs, male and female, in order to enter the boat and be counted. How many animals can you save in the time limit?

**DIAGRAM:**



Scroll through on your tablet or phone and find animals. Drag them to the holding pen. When you

have a match of male and female, they are loaded on the ark. How many pairs can the player collect before the time runs out? Weather notifications will allow player to know if the time is drawing near.



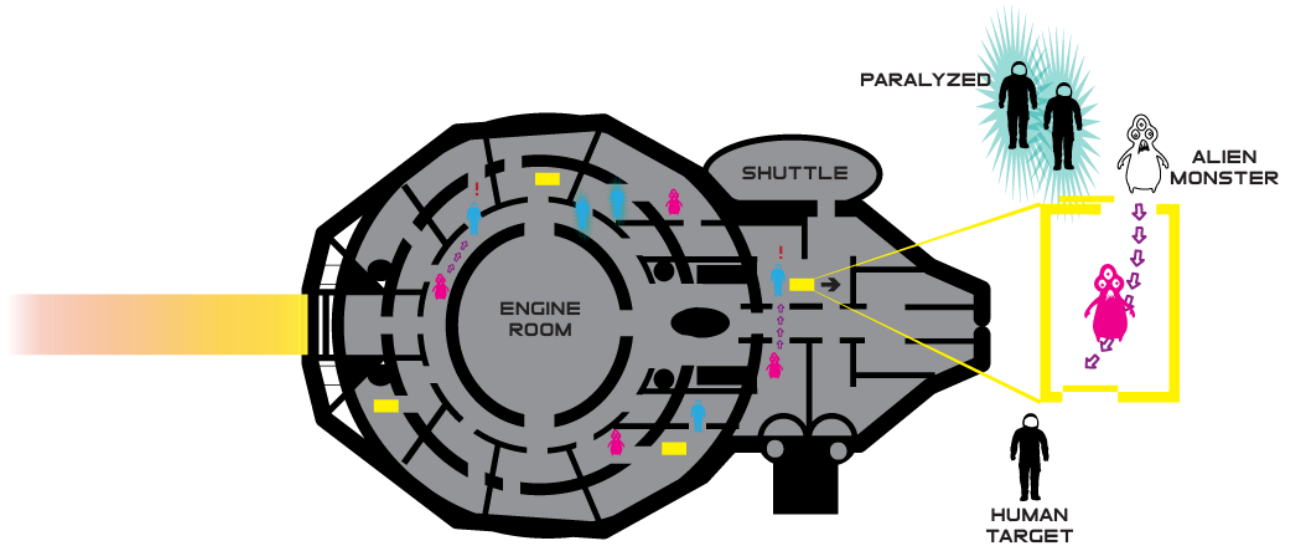
# MONSTER HUNT

----An Adventure game where you must find monsters on an airship----

**HOOK:** An adventure game where you must find monsters on a *spaceship*

**DECISIONS/CONTEXT:** Alien monsters are on board the mother ship and it's a hunt to get them off. Players capture them in cages by leading them into a holding pen then locking it after player escapes out. Alien monsters touch players and it paralyzes them for an amount of time. If the monster finds the engine room the game ends and they take over the ship.

**DIAGRAM:**



Players lead the alien monsters away from the engine room even if they sacrifice themselves and become paralyzed for a time. Monster that spot a human will chase them. Trapping the monsters in the cages can then be transported to the shuttle where they can be aborted off the ship.



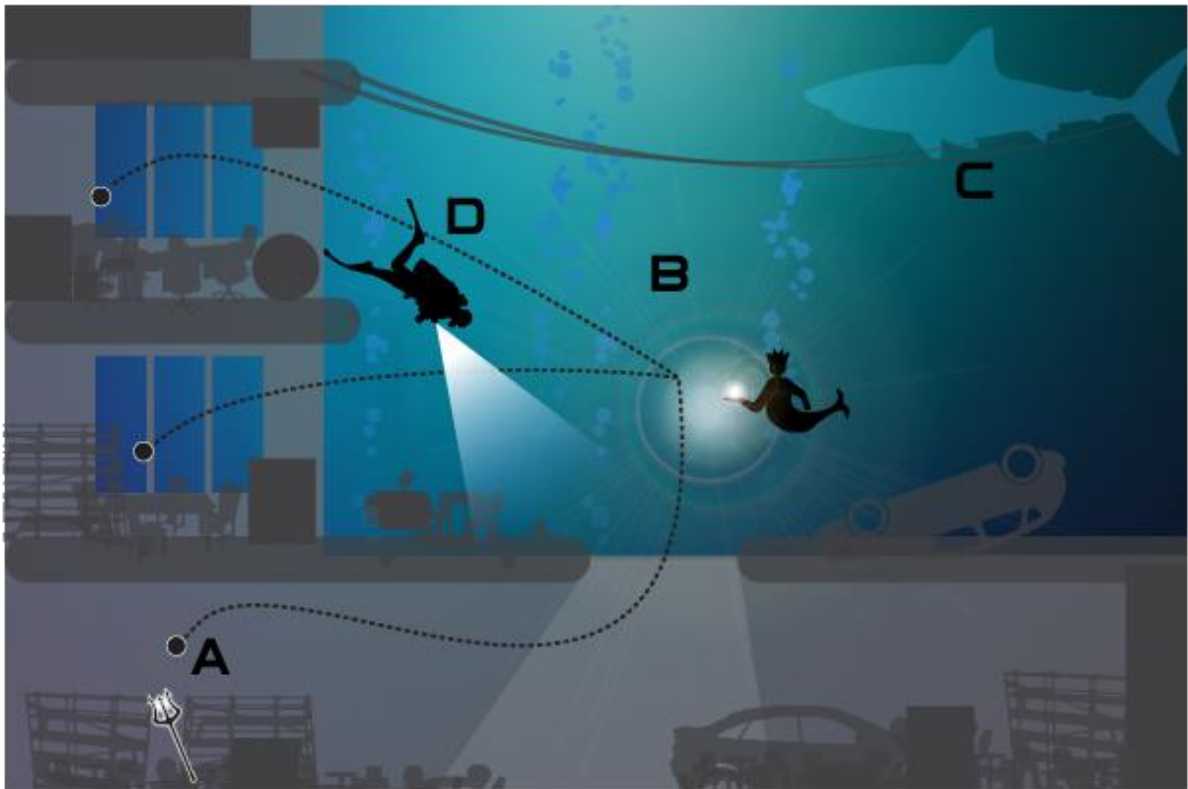
# WATER FOLK

----A war game where you explore underwater cities but you lead the forces of evil----

**HOOK:** A war game where you explore underwater cities but you lead the forces of *the Merfolk*.

**DECISIONS/CONTEXT:** As a merfolk underwater, you prize each modern sunken city you find and you can become the leader of Merfolk if you can find a lost trident in each sunken city. To claim a city, find the trident and all the merfolk within its walls will serve you. There are seven known sunken cities. A two-player game. The opponent player is human scuba divers that if they find the trident will use it to also claim their sunken city. Merfolk will serve the human leader if they have the trident. A 2D side scroller similar to the video game Ori. Predators are large sea creature monsters such as sharks, octopus, jelly fish.

**DIAGRAM:**



A. Finding the trident in the city will be hard. Players will want to seek out unusual places in the human city layout.

B. Merfolk are fast swimmers and have a glowing orb for their light.

C. Predator shark will attack if either player gets to close.



D. Human diver also looking for the trident to claim back their sunken city.



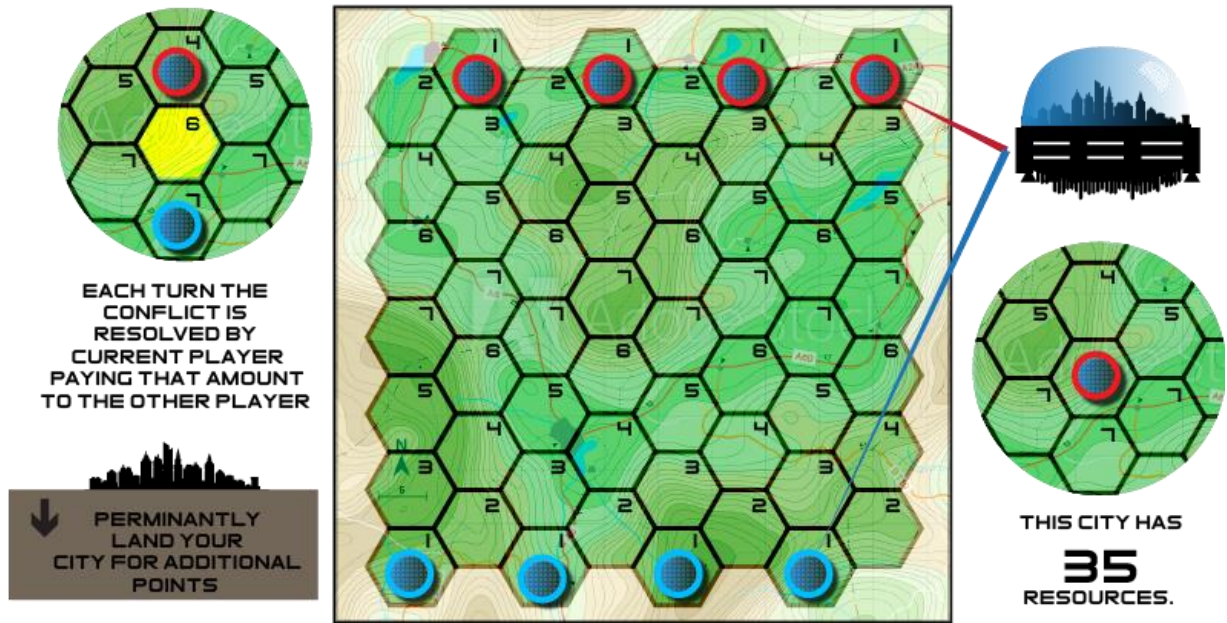
# METROZOOM

-----A turn-based game where you make peace with moving cities using diplomacy-----

**HOOK:** A turn-based game where you make peace with moving cities using *resources*.

**DECISIONS/CONTEXT:** Thinking of the movie Castle in the Sky, Howls Moving Castle and the game of Chess, the players will move their cities to claim a location that has the most benefits from the land below which will reward the player with resources that can stop an attack from the opponent. A two-player game on a topographical map system. Players move around till they are ready to land the city and claim the number under the city as well as all the resources around. When all cities land permanently the game is over and the players total all their resources with the highest being the winner.

**DIAGRAM:**



When permanently landing your city, you gain the resource point under the city as well. All cities move one space on its turn and like chess players rotate every other turn.