

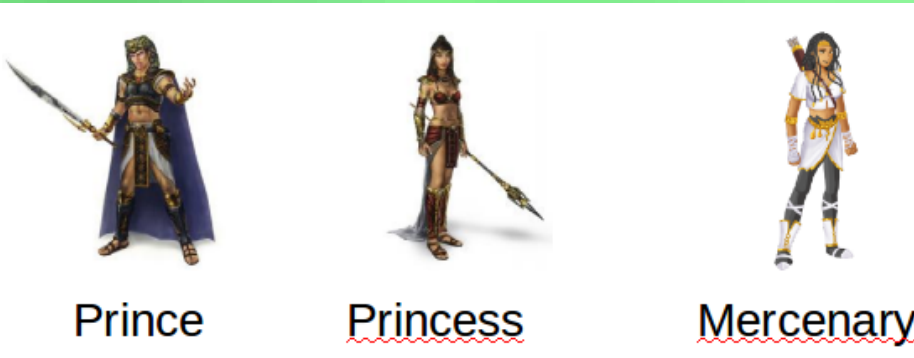
# OpenGameArt ideas

Ideas for the Special OGA Ideas Game Jam  
(coming winter 2020)

# Egyptian RPG (idea 1, by Xom Adept)



- An RPG set in ancient Egypt, with the egyptian gods helping the hero(es) in their quest by giving them magical powers.
- Proposition for the story :  
3 heroes (the Pharaoh's son and daughter, and a mercenary) fight together to :
  - free the Pharaoh and his wife
  - overthrow the illegitimate Pharaoh who took power with Seth's help
  - beat Seth, banish him
- Anubis could also be an opponent at the beginning of the game, he would create an army of mummies for Seth. After being beaten, he would finally change sides.



Prince

Princess

Mercenary

# Real-Time Strategy game with cat/bat creatures (idea 2, by MedicineStorm)



- An RTS game opposing 3 armies : cat/bats creatures, or « cabats », badger-chamelion-pangolin or « badgolins », and « biomancers » who would be the creators of these 2 species.
- These biomancers use as combat vehicles some oversized mutated arthropods (scorpions, spiders...) with parts of their bodies modified to make room for a person to "sit" in and control.
- Cabats and badgolins would first fight against each other, before turning against their creators.
- The game would involve making evolutions to your creatures army by mutations.

# Sci-Fi game (idea 3, by anti10188)

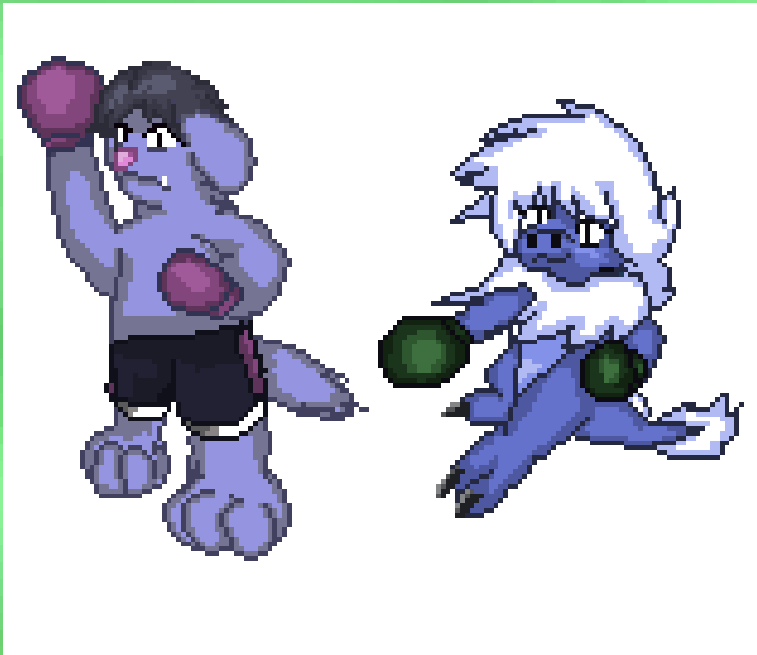


- A game with :
  - an alien invasion
  - an AI
  - humans fighting aliens with mecha units

# Yie Ar Kung Fu-rries

(idea 4, by Spring / Flofflewoffle  
Flooferwoofer)

- A clone of Yie Ar Kung Fu with his characters (Hayden, Kymi, Jay, etc.)



# Super Chonkerdoge Kart (idea 5, by Xom Adept)



- A kart game, using characters from Spring / Flofflewoffle Flooferwoofer.

# A bullet hell game (idea 6, by VinnNo.0)

- A bullet hell game, with some similarities with Zelda

# A boy with morphing powers (idea 7, by Spring / Flofflewoffle Flooferwoofer)



- A game with a boy who can transform into huge insectoid monsters
- ... and who is tracked by his country's government



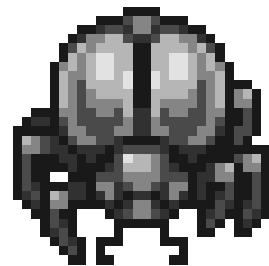
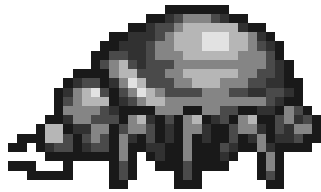
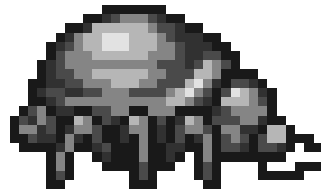
# Earth invaded by giant insects (idea 8, by mold)



- Giant insects have invaded Earth
- Human survivors live in underground bunkers
- Each zone is controlled by a different faction, there are 4 of them
- Goal : you play each faction successively, you must repel insects which would find their way into the bunker

# Earth invaded by giant insects (idea 8, by mold)

- Each faction has its characteristics :
  - The « Hermits » locked themselves in and placed nukes on their hall door just in case someone tries to open it
  - The « Gatherers » go outside time to time to gather resources
  - The 2 other factions : no idea given by mold, use your imagination !



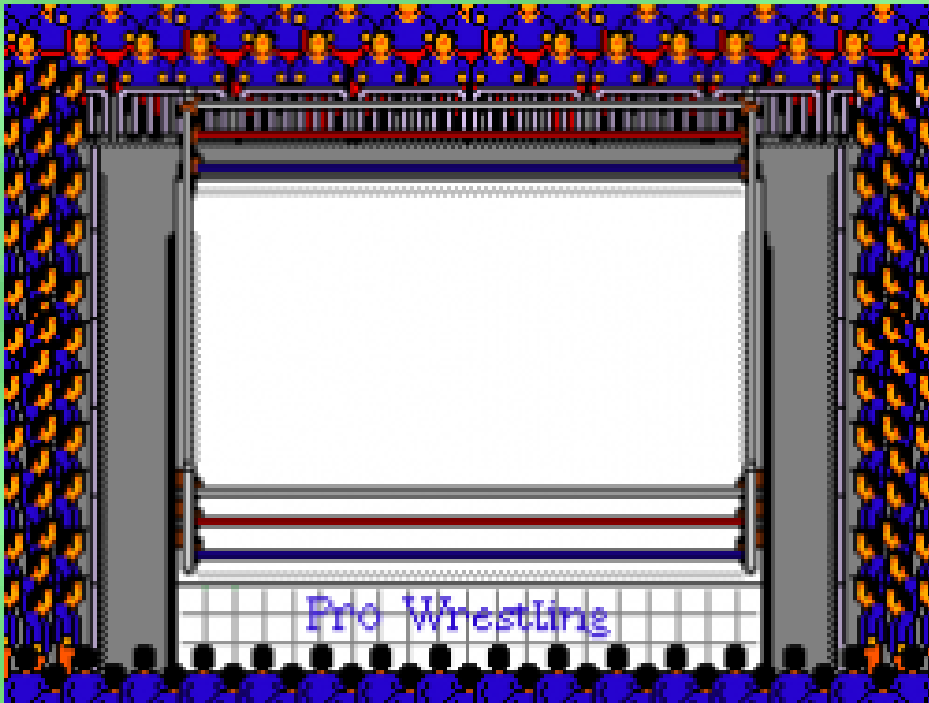
# Earth under Antichrist (idea 9, by Flofflewoffle Flooferwoofer)

- A game taking place in the year 101010, with the Devil and his worshippers ruling Earth.



# Ultimate Bear Wrestling Circuit (idea 10, by Flofflewoffle Flooferwoofer)

- A wrestling game with bears.



# Team-based fantasy themed multiplayer game (idea 11, by nuble)

- 2 different phases of game :
  - Prepare your base by building your defenses (RTS gameplay)
  - Attacking your opponent's base (FPS/TPS gameplay)



# Zombie Horror/Survival game (idea 12, by Xinanc)



- Survive in a dangerous post zombie apocalypse world

# Robots War (idea 13, by Xom Adept)



- Armies of robots fighting against each other, in a world where humans have disappeared.
- To survive, you need to maintain your energy at a decent level by finding batteries.
- Getting batteries is one of the reasons why these robots fight.
- There would also be the possibility to hack and reprogram enemy robots.
- You should avoid to be hacked yourself.

# A Wolf game (idea 14, by mold)



- A variant of the Wolf card game, in which no one knows their role. They have to figure it out.



# An RPG in an underground world (idea 15, by bobjh)



- Set in a world shaped like a huge disk, its surface has become nearly uninhabitable due to a long and devastating war between magic and technology.
- The survivors created a massive complex of tunnels and live in underground cities.
- They exploit minerals and coal deposits, which they use to power a steam technology.

# An RPG in an underground world (idea 15, by bobjh)



- However, it now appears that some of these tunnels have probed too far into the unknown.
- A mysterious horror has begun to spread through the passages, turning some people into strange monstrosities, and driving others mad or sick.
- Is this somehow related to the great war that was waged up above?
- Only the most daring adventurers willing to risk all can stop this evil tide.

# An animal simulation game (idea 16, by WorldLover)



- Choose an animal
- You will have to hunt, find a place to sleep, avoid your predators, make a family
- Possible interactions with humans

# An animal simulation game (idea 16, by WorldLover)



- Eventually, in an advanced version of the game, the player would have the choice between several types of terrestrial, flying or aquatic animals

# Morphing indians game (idea 17, by ZomBCool)



- A game with Indians able to transform into their spirit animal
- By collecting totems, they could learn transforming into other animals

# OpenGameArt ideas

Thanks everybody for these great ideas.

Get ready for the game jam (winter 2020) !

Xom Adept



