

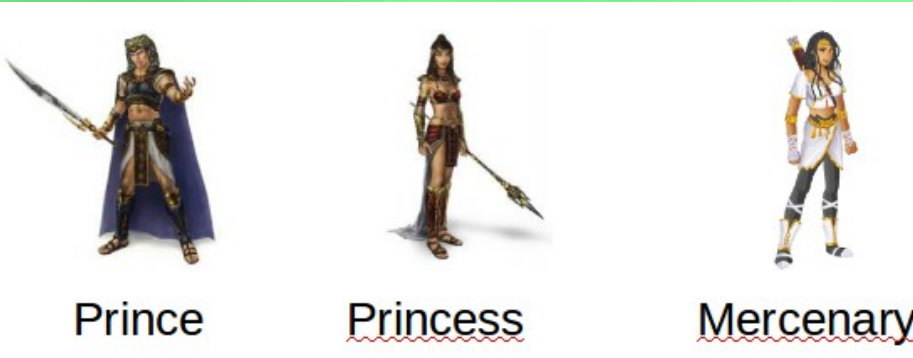
OpenGameArt ideas

Ideas for the OGA Winter 2021 Game Jam

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.



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)

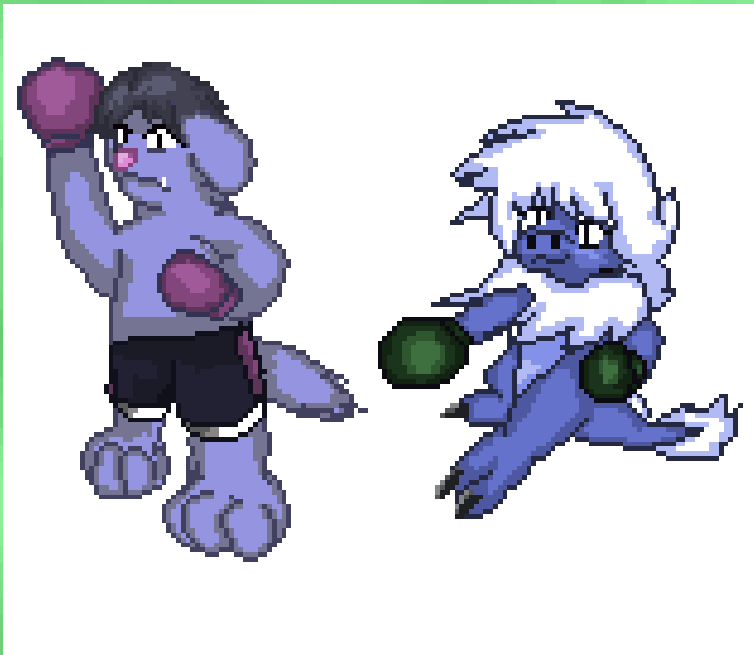


- A game with :
 - an alien invasion
 - an AI
 - humans fighting aliens with mecha units

Yie Ar Kung Fu-rries

(idea 4, by Spring)

- 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



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)



- 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)



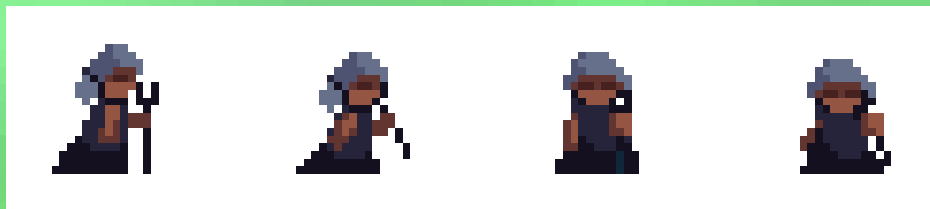
- Giant insects have invaded Earth
- Human survivors live in underground bunkers
- Each zone is controlled by a different faction, there are 4 of them
- Goal : you play each faction successively, you must repel insects which would find their way into the bunker

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 Spring)



- A game taking place in the year 101010 after the Antichrist's descent to Earth, with the Devil and his worshippers ruling Earth.

Ultimate Bear Wrestling Circuit (idea 10, by Spring)

- A wrestling game with bears.



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

- 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

War with ghosts (idea 18, by WorldLover)



- A war opposing human to ghosts ? Or a war between ghosts ? You decide !

An RTS game with a Merfolk army (idea 19, by m7600)



- A Real-Time Strategy game, one of the armies being merfolks.
- You can choose which would be the other armies.

Other ideas

- A Balder's Gate clone (idea 20, by m7600)
- A 4x game (idea 21, by m7600)
- A game combining Turn Base Strategy and Beat Em Up (idea 22, by Gunz) with :
 - A world map to recruit an army, hire heroes
 - A battle map
 - Some Beat Em Up missions for the heroes

« Masquerade » (idea 23, by surt)



- A game with masks which give the main character special powers
- See this for the story :

<https://opengameart.org/content/masquerade>

- You can also use masks from here :

<https://opengameart.org/content/loyalty-lies-equipment-masks-hats>

A game with time travelling and pizza delivering (idea 24, by DezrasDragons)

- You have 30 minutes to get pizza parts scattered in different eras and deliver the pizza.



- See the story here :

<https://opengameart.org/content/cyberpunk-time-traveling-pizza-delivery>

A game with pooping seagulls (idea 25, by madmarcel)

- Would you make a game where you control the bald man with the gun, or a game where you control the seagulls?



A game with a diver and sharks (idea 26, by Darkvinter)



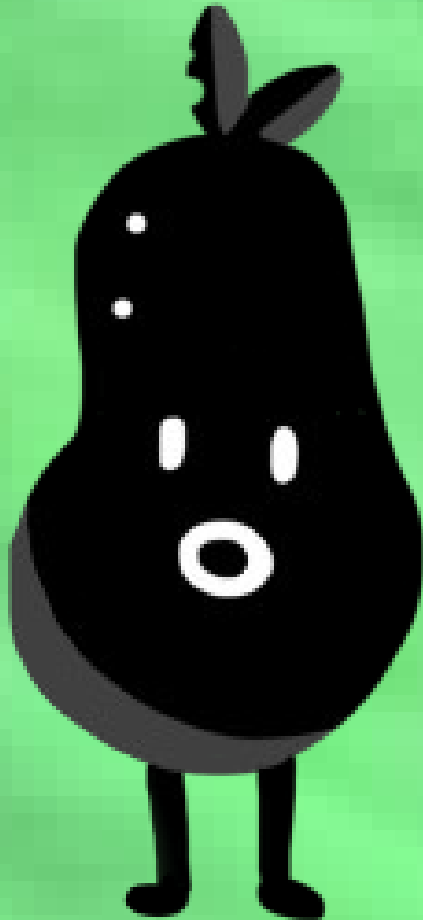
- You are a diver.
- Explore the ocean
- You are attacked by sharks
- You can collect resources to improve your gear (speed, camouflage, resistance to shark attacks...)
- There would be different types of sharks, with different attributes (speed, range of view, damage...)

Planets exploration (idea 27, by zonked)



- You are a astronaut, and you have a little mass of ferrofluid (default=dog) that transforms and help you search stuff in these little platforms-planetes.
- You reached the goal of each level by getting every orb, and certain orbs would make your ferrofluid dog change in other forms which could reach certain areas of the level.

A food themed game (idea 28, by 11021102graphicdesign)



- The game would be called « Food War »

Otters Island (idea 29, by Xom Adept)

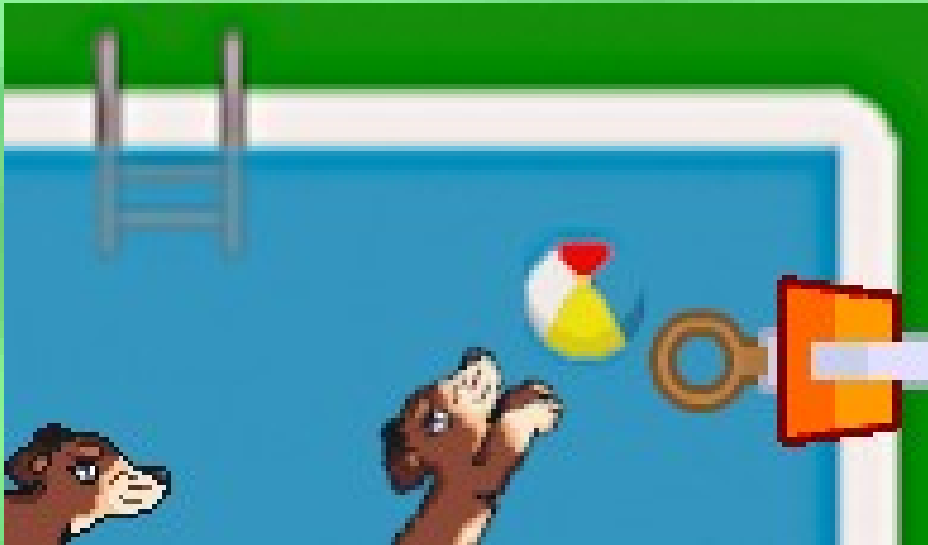
- A platformer game with an otter as a main character



- See <https://opengameart.org/forumtopic/otters-is-land>

Otters Basketball Championship

(idea 30, by Xom Adept)



- Otters playing basketball in a pool

OpenGameArt ideas

Thanks everybody for these great ideas.
They will be used for the Winter 2021 jam.

