

MARK POTNICK
753 Video Game Production

UNTITLED MECH BATTLE GAME

Synopsis:

Player-controlled, customized robots battle in various arenas / environments.

Setting:

First the players are placed into a “hub” where they can purchase parts, weapons, and upgrades for outfitting their robots. Afterwards the battles take place in various environments, like a crazy futuristic factory, a jungle, or the outside of some giant space ship. The winner gets a bunch of money; the loser receives a smaller consolation prize.

Characters:

While the characters would basically be the robots themselves (which doesn't make much sense since the awesome part here is the total customization), it might be nice to develop several pilots the players could choose from which would grant bonuses or simply to add atmosphere.

Game play:

Each player builds a fighting mech from a library of parts, each with their own unique attributes. When the players are ready, an arena is chosen and the players have to find each other and attempt to kill one another.

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BITCH, URINE TROUBLE [tentative]

Synopsis:

Up to four players take control of dogs trying to mark the most territory on a map.

Setting:

Several player-chosen maps representing various areas: a yard, the interior of a house, the park, a school, nursing home, etc. These maps should be several times larger than the screen area; by preventing the players from seeing exactly what the others are up to at all times, it creates much more intense gameplay.

Characters:

Four crazy cool dogs with in-your-face attitudes, man.

Game play:

Each player begins in one of the four corners of a map. The goal is to have the most “claimed territory” when time expires. To claim territory, the player depresses a button to pee. You can run (with a button hold) or walk, although marking territory is only possible during the later. Marking another player’s claimed territory takes more time but affects a greater area. Players must “recharge” by drinking randomly-spawning water bowls and avoid things like female dogs (which distract their dog and pull it away), bigger dogs (which scare the player causing his dog to “discharge”), whatever. Powerups may include a speed boost, super urine power, greater coverage, whatever.

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UNTITLED PET-RAISING / FIGHTING GAME

Synopsis:

Players raise, feed and develop a pet (tamagotchi again) offline, and then pit them against each other within arenas on the arcade cabinet.

Setting:

Think Pokemon meets Thunderdome.

Characters:

The characters are what the players make them.

Game play:

This is a game with a hook which may or may not be possible within our constraints. The premise is, players download a separate flash application which acts as the pet-raising half of the game. From here, you can feed, raise, and mould your pet into whatever you want. When you're satisfied with its growth you upload it to a database. The fighting/arena application exists on the arcade box and it communicates with the database to load your characters into the game, save out stats and rankings, etc. The fighting could be automated based on the stats of the pet or be player controlled (better) and behave like a fighting game.

The hook being that players can "play" the game, or at least can contribute to it, offline by raising and building their character. They're continually thinking about the game.

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MODERN BOMBERMAN REHASH

Synopsis:

The synopsis is that 4-player Bomberman 2 lead to many, many sleepless nights when I was a kid.

Setting:

Various single and multi-screen levels.

Characters:

Four bomberman dudes. Maybe a slew of random characters with different stats in order to add some variety and character.

Game play:

In Bomberman each of the four players start at opposite corners of a map, consisting of various destructible and non-destructible blocks. In the beginning, each player can place one, low-powered bomb. The goal is to hit one of the other players with your explosion, knocking him out of the game. Powerups (more bombs, larger explosion, faster guy, remote detonator, etc) appear at random by destroying blocks.

I would love to revision this game with tons of items, special weapons, effects, etc. It's essentially a perfect, frantic, easy to learn game, very deserving of a remake.