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MindMaze: The Unconventional Odyssey

Target Audience: nerds, occasional players, people who play in spare time, people who scream a lot, record themselves and upload that on youtube

Gamer Type: explorer, problem solver

Target Platforms: mobile, but could run anywhere

Genre: maze, puzzle solving, outside the box thinking

Number of Players: 1

High concept statement:

Can you get out of the maze? In this brain melting video game experience, players navigate an ever-evolving labyrinth of challenge and intrigue. As you venture deeper into the maze, each level presents an increasingly intricate puzzle, constantly testing your problem-solving abilities. What sets this game apart is its unexpected manipulation of mechanics; just as you grasp their intricacies, the game cunningly transforms the rules, pushing you to break free from conventional thinking and embrace the unexpected. Only by embracing innovation, adaptability, and a keen sense of discovery can you hope to conquer the ever-shifting labyrinth and emerge victorious from the depths of the unknown.

Core mechanics: Explore -> Solve -> Be confronted with changes -> Resolve

Feature set:

- **Explore** more and more elaborate labyrinths and mazes.
- **Solve** the puzzles hidden in the game.
- **Think outside the box** as you nothing is as it seems. Have you finished the level? Now finish it with invisible walls. Was the maze too easy? Now paths are walls and walls are paths. You can't find the way out? Maybe try walking righ through the wall, btw. your wsad is swda now. Can't find the way forward? Seems about right, try walking back to the previous level, who said that the lever you pulled had to affect this one.

Player experience goals:

- **Exploring:** There are hidden doors to secret levels, secret levels inside secret levels and mechanics that change the look of every maze during the playhrough.
- **The feeling of challenge:** Players should strugle a bit with the game. When they solve the level, they should feel proud and satisfied with their megamind braining.
- **Geting better and being surprised:** After the player understands some mechanic, there will be another layer of twists added. (eg: Level 1: Just walk through the doors; Level 2: You can walk through the doors only when they are closed. Level 3: If you choose wrong door, the right door is going to be moved somewhere else. Level 250: The game suddenly crushes. The screen goes black. Your desktop is back. Icons on your homescreen are the maze now.)

Team roles:

- **Coder** (duh) (or ChatGPT if it gets slightly better)
- **Artist** (2D, 3D and even artstyles, camera angles and overal effects change in different phases of the game)
- **Designers/Testers:** New rules, mechanics and twists. They need to be original and funny.
- **That one guy who does no actual work but is full of crazy unrealistic ides which lead to some actually great stuff after being thought through.**

Competition:

The game is unique by shifting and changing everything. Not only the rules and mechanics, but whole artstyle and look. It is based on the element of surprise. I am not aware of a game that would evolve so rapidly during its playthrough. The game migh resemble many titles from bomberman or pacman to the Witness or good old windows 3D maze screensaver.

Compelling aspects:

The game could be a unique mixture of many different artstyles and could borrow a lot from different titles. It can just be inspired by well executed mechanics from some games or could get a little cheecky and head on parody some of the famous titles (Make a level that resembles Skyrim and player needs to search for bugs to get out.)