

Genesis Pitches - Theme: "Pounce"

- [Python Pounce](#)
- [P.O.U.N.C.E. - Paranormal Offensive Unit Neon Calico Engine](#)
- [To the Mewn](#)
- [Snounce A 3d snake momentum platformer.](#)
- [Really Unsafe Fishing!](#)
- [Sneaky Tag](#)
- [T^h^i^s^ D ~ Estiny Intr//pted](#)
- [Stop Feeding the Animals!](#)
- [Night at the Meowseum](#)
- [Pounce Master](#)
- [Sorry I stole you ideas!](#)

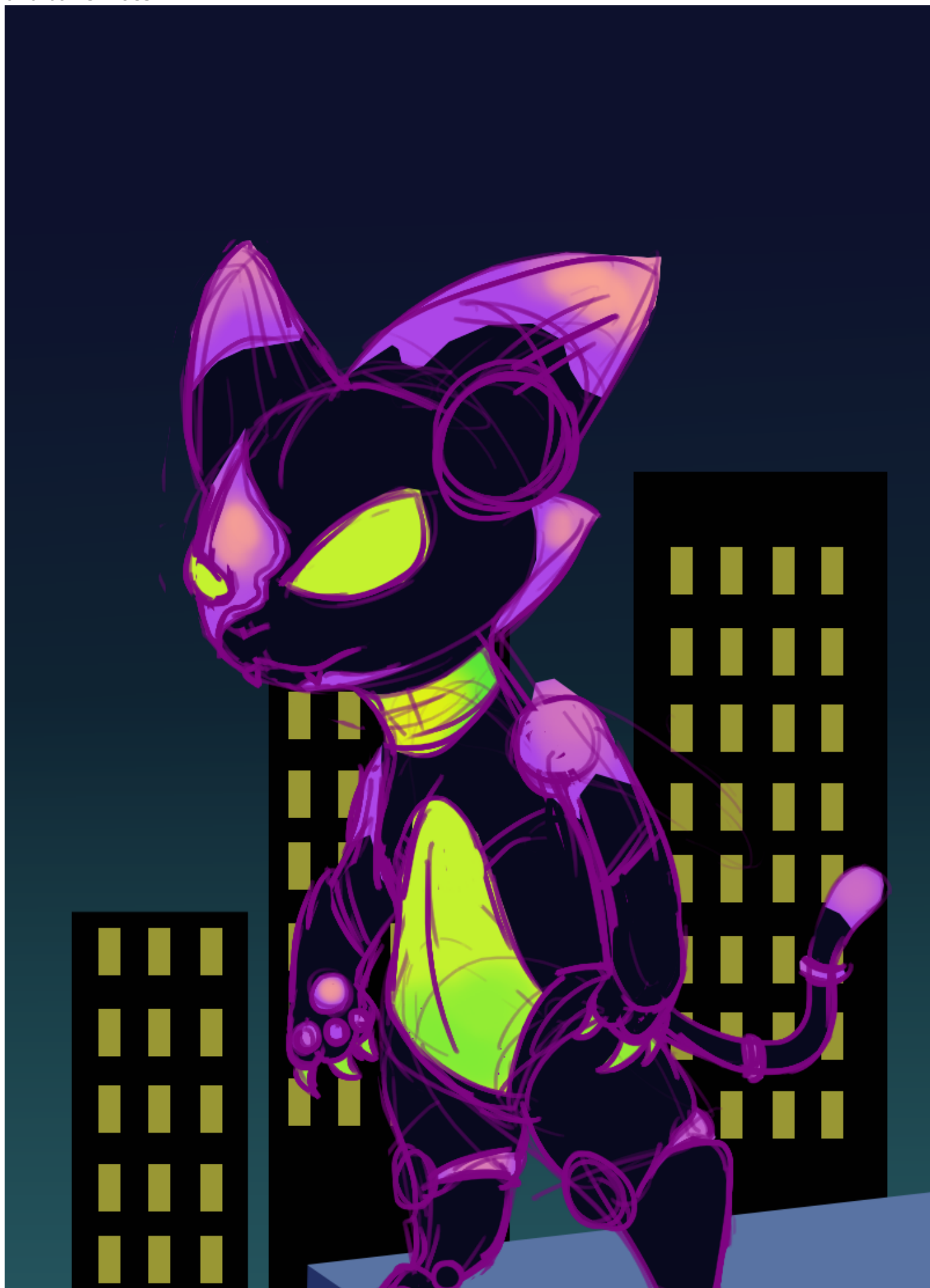
Python Pounce

A virtual arcade game where you control a claw machine where instead of a claw and cable you control a snake. You have to pounce on as many plushies of mice and rabbits in the bottom of the machine as you can before time runs out.

P.O.U.N.C.E. - Paranormal
Offensive Unit Neon Calico
Engine

The city is under attack by ghosts and goblins, the only hope is the P.O.U.N.C.E. project. A robot cat engineered to combat these spectral menaces with feline grace!

Use combo pouncing to stun enemies, parkour to kite enemies then using special neon lines to bind and banish foes!



To the Mewn

You play as a particularly round cat who LOVES jumping. It will be a platformer where you jump from tree branch to tree branch, from cloud to cloud, then from star to star with the goal of reaching the moon (the vibe is more whimsy than scientific accuracy). You can get power-ups along the way that give skills like a slower fall speed, or higher jump. If you fall you have to start from the bottom of the tree again but can keep powerups from before up to 9 lives. (because



all fall within a mid-poly range, with super exaggerated features, and bright colors.



Snounce A 3d snake momentum platformer.

Play as a stretchy comically long fox that jumps into rodent holes of many shapes and sizes, eating said rodents on your way out, growing longer and gaining speed. keep up the pace and take care not to run into yourself as you stretch longer and occupy previous tunnels. After a certain stage of growth the earth collapses, you shrink down get a little faster and repeat the process to compete for a higher score

Really Unsafe Fishing!

You control a P.O.U.N.C.E.R -- a fishing vehicle aptly named due to its ability to beat out the competition. In Really Unsafe Fishing!, you will use the P.O.U.N.C.E.R to boost towards fish, catching enough to meet your quota for the day. The deeper you go, the rarer and higher quality of fish you'll be able to catch, but be warned -- you will need to manage your energy and oxygen levels, or you'll sink to the bottom and never come back!

Really Unsafe Fishing! could include:

- A robust vehicle that has a Boost drive, causing you to pounce at fish!
- Between-day shop mechanics: select an assortment of wildcard items that can help your next excursion, and/or flatly upgrade your energy, oxygen, and pressure resistance capacities.
- A variety of fish with different handling characteristics and rarities, making some harder to catch than others
 - Could include, ink on the screen, being really fast, having small collision hitboxes, etc.
- Handcrafted environment with some Points of Interest (POIs)
- A really smart cat character that operates the P.O.U.N.C.E.R :3
- Diegetic HUD that shows on the window (if first person)
- A constant threat in deeper levels that threaten your P.O.U.N.C.E.R!

Minimum Level of Completion may include:

- Vehicle controller
- Rudimentary shop mechanic
- One or more forms of health (energy, oxygen, etc)
- One variety of fish
- One ocean layer
- Very basic environment
- One or two seafloor plants

Benefits from this idea:

- Easily expandable
- No need to rig up complex animations
- Plenty of opportunities for VFX
- A lot of plant and fish models can be made

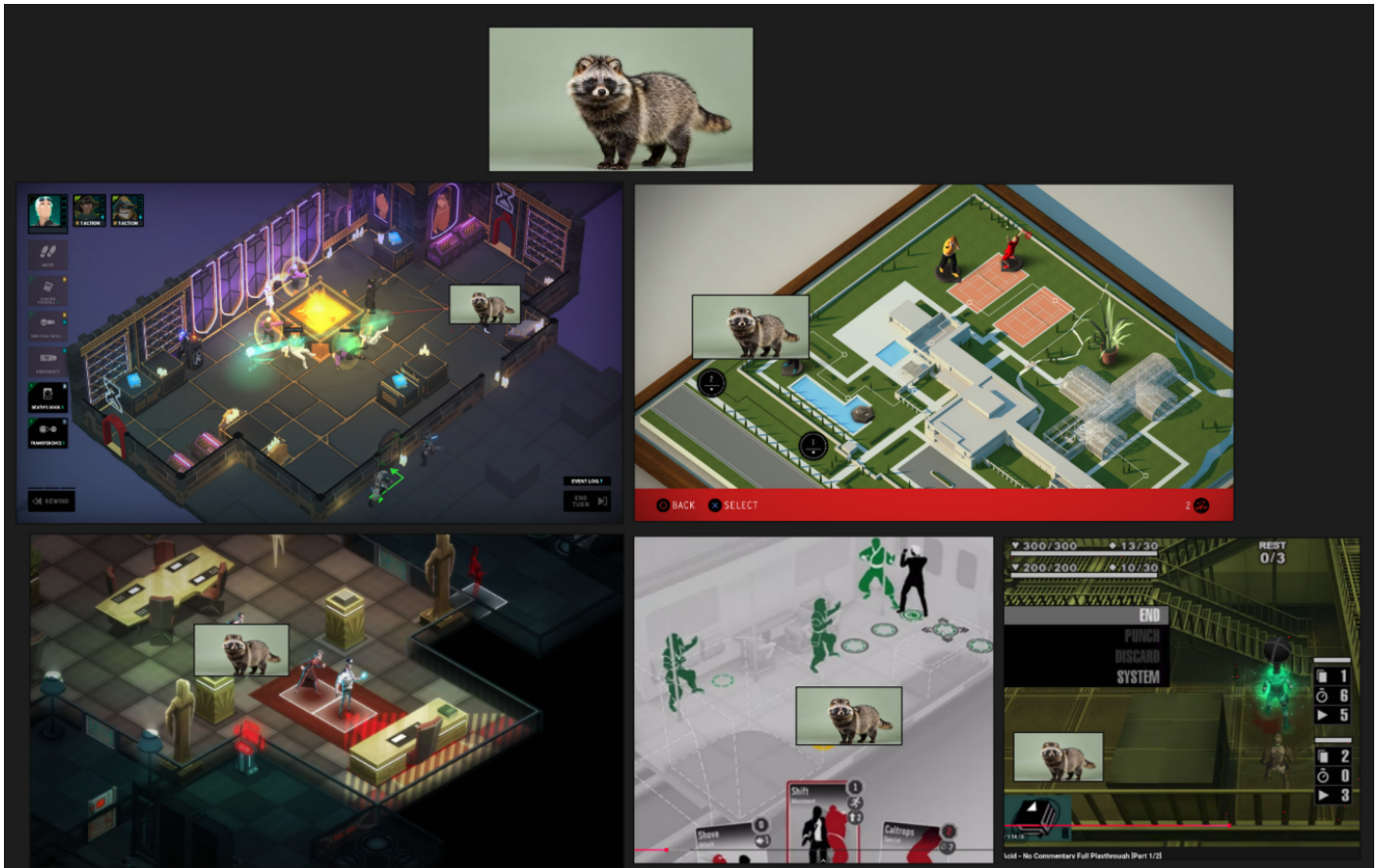
Sneaky Tag

(Possible multiplayer)

Sneak up on each other and pounce! Whether you're stalking around while your target isn't looking or finding the perfect spot to ambush from your goal is to spook your littermate(s). From under a bed, behind a curtain or slinking through bushes in the great outdoors you are a sneaky hunter.

This could be dogs, cats, or something else.

Tanuki: Destiny Interrupted



Tanuki : Destiny Interrupted

the sacred Totem has been unearthed by humans and put in a museum.

if it isn't recovered, the magic will fade from your people and you will be little more than racoons.

use your ability to transform to evade detection, surprise enemies, and steal back the ancient treasure.

Take on the role of a Tanuki in this 3rd person top down isometric stealth action heist.

take the form of different things you find throughout the museum, and spring an ambush on unsuspecting guards.

you have a Tanuki animal form, a Statueform copy, and a Humanoid combat Form

aim would be for either action stealth or turn-based strategy.

I envision the game as:

- turn based
- top down
- isometric
- grid based (Quad or hex)
- stylized semi minimalist hand painted mid poly art style.

Art it needs :

- player character Tanuki 3d model (rigged, animated, simple quad rig.) , animal keeps scope down and cuteness up
- human security guard (rigged, animated, basic human rig.)
- museum level architectural kit
- exhibits and props. low poly statues, paintings, art stuff.
- UI elements for menu and turn interactions
- Maybe cards for possible actions with illustration of move.

Code it needs:

- grid based movement and contextual action selection
- grid based nav-mesh
- animation trees
- behavioral AI for tactical combat

Reasons why i think this is a good idea:

-turn based minimizes the need for dynamic interact-able environment, and instead can have a grid based, cell specific interactions. - view cones are defined on grid, and such.

-detection is a turn by turn calculation done based on what things are in the view, eliminating having bad stealth mechanics because that is hard.

- might function like a rogue like where you do one action then the world responds with one action.

-like top down turn based super hot.

- doing turn based makes mouse based and touch interaction easier, for a game jam, maybe making people have to fetch a controller for precise platforming isn't a great way to get plays.

-mouse and keyboard is likely the most common option, if not touch screen on landscape phone/tablet.

- games like Hitman go, metal gear acid, fights and knights in tight spaces, tactical breach wizards, invisible , inc. all show that this type of turn based tactical top down game has shown viability for entertainment and puzzle solving in many other titles,

- top down isometric forces a further camera angle, reducing the amount of fidelity needed for each prop, meaning we can have a

-large number of unique props in scene, allowing for many people to have models to make. instead of a handful of higher detail props touched by less people.

- we have 27 people for a month. This idea i believe is large enough that we could accommodate work for all involved, while the single location, minimal unique character models, allow for more focus on nice animation, environmental variety, and a lower bar for acceptable detail in modeling due to further away camera. certain higher focus exhibits could be spots for our more skilled modelers to show off, while the average prop is viewed from further away. it would also allow us to build a significant amount of props that could see reuse in later SeaBug group ventures.

Stop Feeding the Animals!



On the beautiful island of Cozumel, you are the defender, trying to keep your fellow pygmy raccoons safe!

Pounce on the tourists feeding the animals and leaving trash (and chide the young ones for begging?).

Clean up signage on the island to slow down traffic, maybe even sabotage a new hotel or two.

Functionally this about exploration/collectathon:

- * Lots of animals and vegetation
- * Scalable number of people (just one with palette swaps or many with clothing)
- * Optional, scalable destruction (no destruction -> knock stuff over -> destroy a hotel)

This was inspired by <https://naturetourism.org/project/cozumel-raccoon/awareness/>
In short, Cozumel is the ONLY home of a critically endangered pygmy raccoon. With less than 200, technology has made things worse because another animal, the coati, is called the "Mexican raccoon" so few people know that not only does Mexico have raccoons like we know them, but that this species is on the verge of extinction.

Night at the Meowseum

You are a kleptomaniac cat on a mission to steal a diamond with mystical power from a museum. The museum is under heavy security by robotic guards programmed to shoot on sight. Luckily, you have your instincts and stealth on your side, with the ability to enter bullet time and take out targets before they can see you. You'll be climbing walls, sneaking behind guards, and dodging lasers and bullets.

Pounce Master

An arctic fox explores the snow covered steppe, pouncing on hidden prey hoping to survive in the harsh environment



alamy

Image ID: W7WRHE
www.alamy.com

Largely based on:

<https://www.npr.org/sections/krulwich/2014/01/03/259136596/youre-invisible-but-ill-eat-you-anyway-secrets-of-snow-diving-foxes>

Player detects prey with audio and visual clues, then attempts to pounce on it through the snow.

Needs:

rigged fox model

rigged wolf model

rigged prey (ears and tails move)

some kind of snow shader that has interactive volume and shows footsteps

such as <https://godotshaders.com/shader/car-tracks-on-snow-or-sand-using-viewport-textures-and-particles/>

a simple hillside with winter foliage

hunger meter, or require X number of kills per day before heading back to the den. how many days can you last? staying out later risks encountering the wolves... but hunger is hard to sleep through.

Really chill vibes (er,) - zen calm game, the sound of snow falling and crunching.

Sorry I stole you ideas!

Python Pounce (Great Scope)

- A virtual claw machine where you

Tanuki : Destiny Interrupted (Great Theming and Design)

- use your Tanuki transformation powers to

Night at the Meowseum (Great End Goal)

- outsmart and avoid traps to win the grand prize!