

Slacer

I like the idea to run around in a game and solve quests. A co-op game is a great extension to these kind of games.

But I am no story teller and to draw a plot in another language than German is an additional problem.

My dream game would be a funny bubble gum shooter :)

You run around in a level with a kind of super soaker and a heavy backpack full of bubble gum sphere ammo. You cannot kill your opponents but glue them onto the wall/ground or stick a large blob of bubble gum onto their helmet and pump it up to a big balloon and let them float around in the air until you got their flag - if it is a kind of CTF game. It would be a sports game with lot of unique fun.

Maybe this would work in a 2D game (check out world of goo, to see some bubble like things in action) - but to transfer this into 3D, it takes more than just a community team.

We would have to create prototypes to learn how to get the bubble feeling into the game, to see what kind of hardware is required for such a game and if it is a fun type of game at all.