Free Ideas For Video Game Things
Adam Jeremy Capps

Free Ideas For Video Game Things

2022, Adam Jeremy Capps

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"It's A Secret To Everybody"

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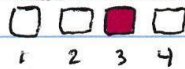
Controller Designs part 5

Action buttons that light up with different colors

MEET ALEN | Text display on controller

GO WEST◁ | Cycle through
1 2 3 4 | 4 messages (here red is a priority.)

How color light buttons can be used in a game: red = no, green = yes. Red = block, green = go. Green = buy, yellow = sale. You can go to any thing of a color. Press blue to go toward an ocean. Fire = red, blue = water, yellow = air, green = earth, while casting spells. Flashing red = a warning, danger ahead. Flashing green = "you are near." And a dice kind of thing such as a random group of colors appearing meaning a certain thing.

—Adam Capps

Controller designs part 6

Some random components to consider

1.) A dial to increase or decrease things. To raise power or lower it. To spend more or less energy. To buy more or less things. To zoom in or out and other things. The dial can be rotary, sliding, or lever based. I would suggest one right after the R button, if a slide., if a lever then by the thumb. If rotary around the middle of the controller.

2.) A toggle switch for changing about 3 options "low to high," switching speed of a thing perhaps. Even changing the environment such as "after you are able to enter into the dark world," you flip between one and the other.

3.) An indentation below the L & R buttons w/ an extra button tucked in.

4.) One of the action buttons slide to make a fifth button, as shown here:
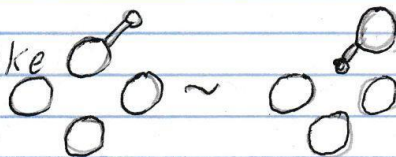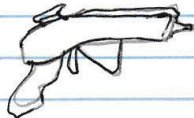
Design 1 w/ Variations.
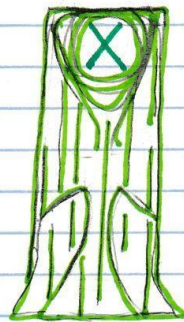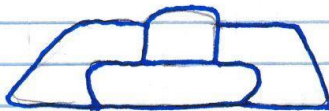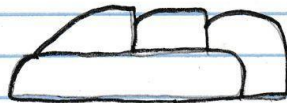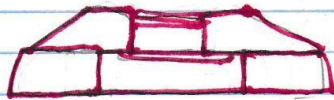
+ "Slimy X"

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controller concept

Some games may come w/ one peripheral.
such as a gun controller. This game
would come w/ more.

For example:

a laser gun

a small keyboard-control
the game w/ musical aspects.

a watch w/a special
display
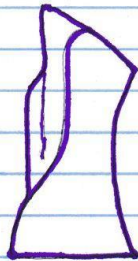
Gamers may appreciate a game
more if it comes w/ so much.
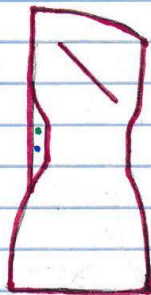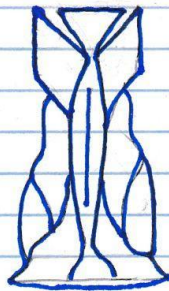
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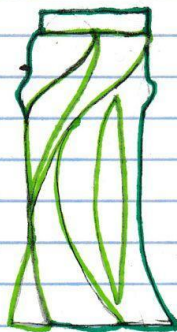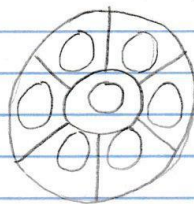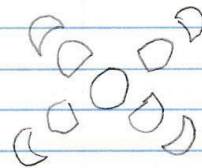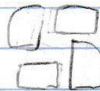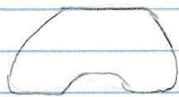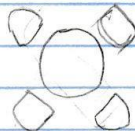# Console designs List 2

A.

B.

C.

D.

E.

F.

Game controller designs
List 1 : unique button design
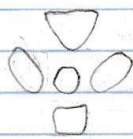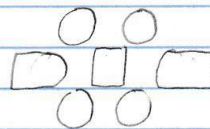
rotates?

G.C. Designs List 2
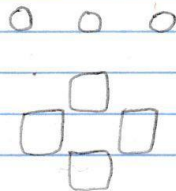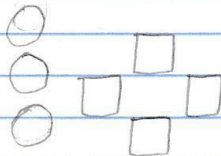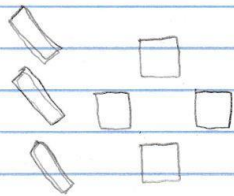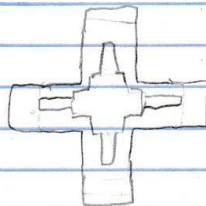
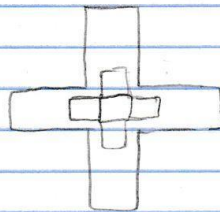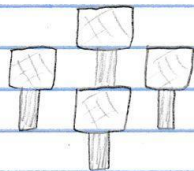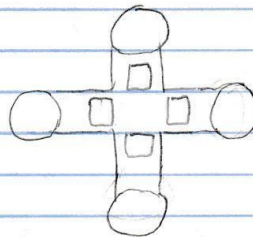*more unique button placements*
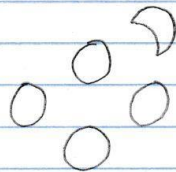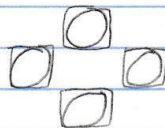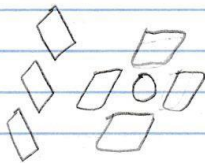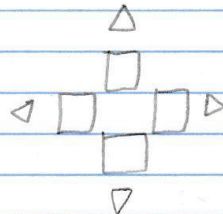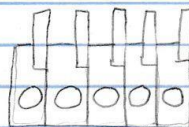
G.C. Designs: List 3

for action buttons & D pad

Buttons on top of a D-pad
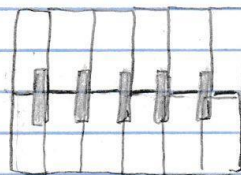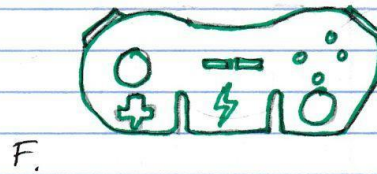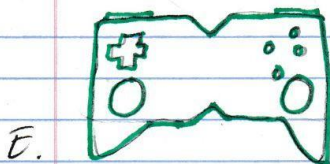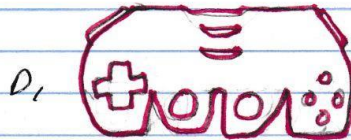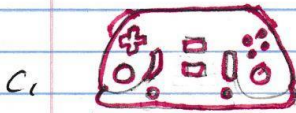
OR

extra rectangular buttons

key-board like

"Circular" D-Pad

("O" Pad)

Adam J. Coppa

G.C. Designs List 4

a.

B.

C.

D.

E.

F.

G.

H.

Console designs List 3
general shape ideas

A.

B.

C.

D.

E.

F.

G.

H.

J.

I.

Controller Designs part 5

Action buttons that light up with different colors

MEET ALEN   Text display on controller

GO WEST◁
☐ ☐ ◼ ☐
1 2 3 4

Cycle through 4 messages (here red is a priority.)

How color light buttons can be used in a game: red = no, green = yes. Red = block, green = go. Green = buy, yellow = sale. You can go to any thing of a color. Press blue to go toward an ocean. Fire = red, blue = water, yellow = air, green = earth, while casting spells. Flashing red = a warning, danger ahead. Flashing green = "you are near." And a dice kind of thing such as a random group of colors appearing meaning a certain thing.

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Controller designs part 6

Some random components to consider

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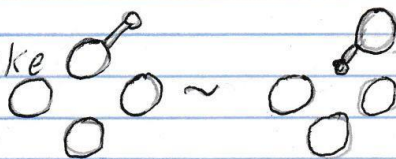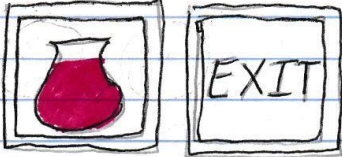
2.) A toggle switch for changing about 3 options "low to high," switching speed of a thing perhaps. Even changing the environment such as "after you are able to enter into the dark world," you flip between one and the other.

3.) An identation below the L & R buttons w/ an extra button tucked in.

4.) One of the action buttons slide to make a fifth button, as shown here:

Controller designs part 7

1) display buttons for important things. press for potion or to exit, as shown.
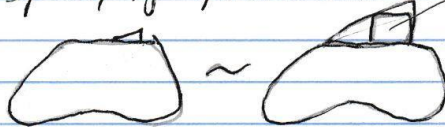Borders could also be lighted up to indicate something.

OR with a simpler & more rudimentary design using LCD graphics.
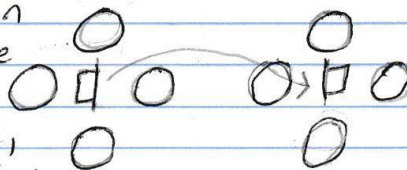
2) Buttons are more like blocks, square, but not thin.

as such they may be able to move sort of like thumbsticks.

3) a pull up display if you need it — display
 ~

4) a toggle switch in the middle of the action buttons changes their use, effectively making four extra buttons.

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console designs part 4
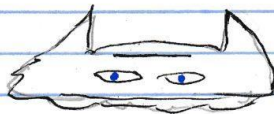
Consoles that look like other things

1.) Looks like bones

2.) Looks like a skull
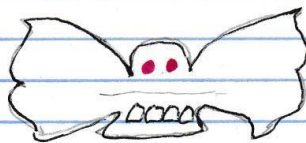(might make it more
menacing than this)

3.) looks like a big shining diamond.
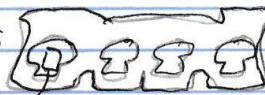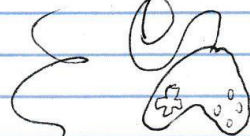maybe some appealing gems as
well.

4.) Cat Like

5.) Bat Like   or butterfly?

6.) Row of skulls
for controller inputs

— Adam Capps

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