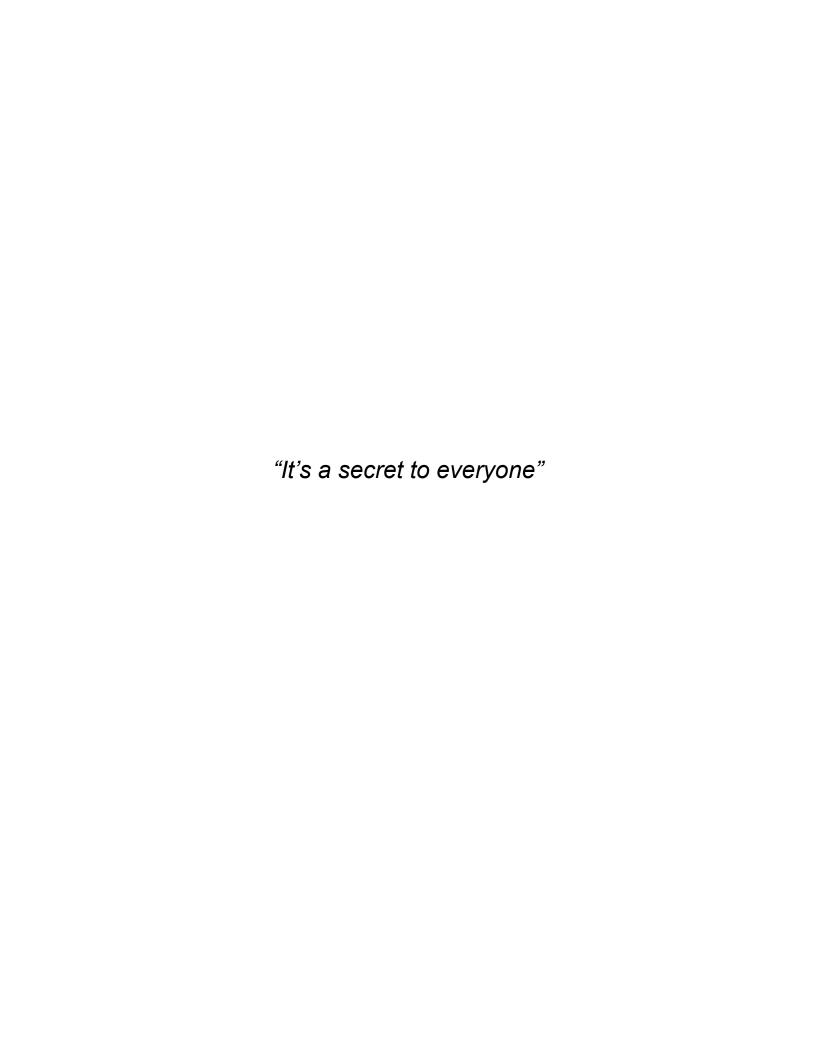
Notebook of New Video Game Ideas Adam Jeremy Capps

Notebook of New Video Game Ideas 2023- Adam Jeremy Capps A new public domain book



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- 1.) You can set certain things up for you or your team. These things allow you to do things that others cannot, let you do things differently, pull of tricks, or change the circumstances of things.
 - A platform put there by you lets
 you jump off of a building, something your opponent didn't predict.
 You can sabotage making something back fire. You can make
 something helpful only to you.
- 2) your home base is designed by you and your team to make it impenetrable - complete with traps, barriers, secrets, and the best of what you have gotten.
- 3) you are given a set of secrets that only you know and the other players do not. They are given a set of secrets too.

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4.) more about Idea # 3 (having your own set of secrets):

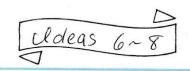
The secret is if the star in the night time sky twinkles red then that's the time to attack. If it twinkles blue then that's the time to run.

"The code for the blue red door is 5679."

"A special weapon is found in Room 9."

5.) Suddenly the screen says or is heard "The Gods have blessed you; and a treasure comes down from above. You may have worn tatters (and became weaker with them) to honor them.

Show Jereny Japa



6) At the end of a battle you can choose to keep your money or tithe it to the deity you worship. Tithing to your god can benefit you.

Or the same idea but to a temple. The more you tithe to a temple the more is added to it, useful things, even unto free services.

or you could choose to invest it into something else.

- 7.) cln a platformer, collect the four pieces to the image. At the end of the level you see the whole image & know you can enter the bonus level.
- 8.) Better to have the metallic key, the wooden ones break too easily. Best to have the golden one, it can open all doors.



- 9.) There is a key that whistles when it is near a door it can open.
- 10.) There is a sword w/a lion face helm that roars when it is at full power.
- 11.) There is a medallion that shines when treasure is around & is the only thing that makes it visible.
- 17.) A fire created at the graveyard has a strange effect.
- 13.) Some things that you would explode have an energy bar. Down to zero energy blasts it away but not before.
- 14.) Blowing up certain boulders turns them into a pile of magic dust.
- 15.) Vehicles use magical energy fruit.



16.) Implementing things such as AI text-to-image, AI created music and allowing the player to have a say in it let it go hand in hand withe players creating the world around them. You can have your character's look be made through it. You can choose to make other characters & enemies that way (from AI text-to-image.) They could be used as "magic words." you can create spells through those words. You can reverse any harmfull effect they have through a "heal" spell if damage was done, or that spell could be called "reverse" or "restore."

17.) You can collect musical instruments to add to the music in the game. clf you get a harp then a harp melody is added to the overall music.



18.) you can buy "blessings of the gods"
Things in the game. You pay certain
people in the game to get one. They
may say:

"The shop will have something free

"The shop will have something free for you."

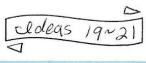
"Thanks. Find 10 coins and get 10 free."

"Your lucky numbers are 15,20, 35, and 42" (with these, if you take that amount of HP from an enemy, it will double.)

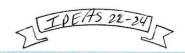
"At midnight the locked door will open." (You notice a door in town w/a locked door.)

"Your arrows will double."

"The gods will bring you back to life."



19. Spike blocks have great power-ups but you can only hit them when the spikes go inside. That might take a switch. 20. Rotating block continually drop coins. The player sees a number above it that increases. 21.) A slime hammer. Use the power of slime. A slime hand enemy.



22.) No treasure chest looks the same. Some are made of wood, others of silver, crystal, or gold. Some have ornaments and shine and some are larger than others. The better it looks, the better its contents.

23.)

A guitar that turns musical notes into a weapon. How you play the guitar determines what weapon-notes come out.

the amount of "boosts" tho Id down button power) for your weapon.

When depleted no more boosts. You can replenish the energy bar.

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25.) The energy taking wand can take energy from many different things, such as crystals, flames, different moon phases lespecially a full moon), weaker enemies, magical pools of water, coins, and so on. As for coins that gives you the option of either taking it to spend or taking power from it.

26.) A sef protecting cape w/ spikes

morrow

27.) A negative character transforming effect of a blanket going around you and turning you into a mummy.

28.) The thief job class can send out several hands who ours to pick-pocket & rummage through your enemies things, bringing them to you



29.) The pub in the game has a juke box where NPC's go back a forth changing the tunes. It would be neat if they were tunes from previous games in the franchise.

30.) You have a cape and when it changes color it means different things. Or different colors of capes gives you different powers.

31.) 0 0 0 0

you collect things of color & if you find an even amount of them (from all "1's" to all "9's;") you are rewarded. The higher the even amount the greater your reward.

32.) Being heavily rewarded for leveling up: new suits only higher levels can have, access to more, greater privileges, & so on.

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33.) The story-telling (or you could call if the story-casting) magician can make your cheams come true.

5/he can help give you the game you want to play. You decide from different options such as:

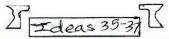
You will find a lot of friends along the way, " or,

"You will find a lot of treasure along the way," or,

"You will gain a lot of power along the way," or,

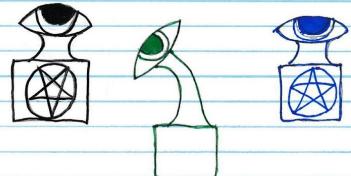
"You will discover a lot along the way."

34.) "Destiny stones" basically do the same thing. They say you will be blessed in one way or another. After you find them something good will happen.



35.) A Yin-yang enemy that attacks wi the yang & heals itself withe Yin, Yin -yang sword heals and attacks at 36.) the same time 37.) Strike these to get your item/power-up.
Different color pupils means different
thing given.





- 38.) More looks & a little animation
- 39.) Some rooms only allow you to be in them for a limited amount of time, so hurry to find what you need.

Some rooms turn off the light after a few seconds, so hurry through.

Some rooms set on fire & guickly Consume everything - so hurry.

And some rooms compact so don't take too long there.

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