

Games that beg to be made well

In my (growing) little black book I have a lot of original ideas, but there are also a couple of classics recipes, that just simply begs to be made well.

Kar War

One such could be a kar war game.

The only such attempt in recent times I know of was Twisted Metal Black, and then Gorkkamorka was in development (and looked incredibly interesting) but got canned.

We are of course talking about the classic and ever attractive combo of fast and aggressive racing + really big guns and mayhem + the RPG element of levelling up your skills and gear.

Think multiplayer where one drives the vehicle and 1,2 or 3 mans the armaments. Or an AI system, where the AI driver matches your skill level with the guns or vice versa, allowing you to concentrate on your favourite part of the game. Or to concentrate on your strongest skills in the game to help you past the levels you find difficult.

Missions or tracks could be of military, commercial (assassin, body guard or courier) or entertainment (gladiator) styles.

I have this idea for a drag and drop interface for tailoring your gunner or driver AI for the single player mission's goals or styles of stock car, speed race, assist driving for the gunner etc.

Important focuses are the feeling of speed, beautiful visuals, chasing powerful upgrades and the feel of power in the weapons.

The game might include clans to help or stab you in the back. Audiences to help or hinder. Custom cars + paint and the beat goes on.

Like I said, this is not the most original idea, and it has been made

before in some form or another, but it begs to be made well with recent technology.

Gladiator

Hoping Gladius from Lucasarts becomes a worthy game, this might not be necessary. But an RPG/FPS gladiator game with awesome skills and weapons upgrades to fight for and all the fauna of mythology represented could be a classic game.

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