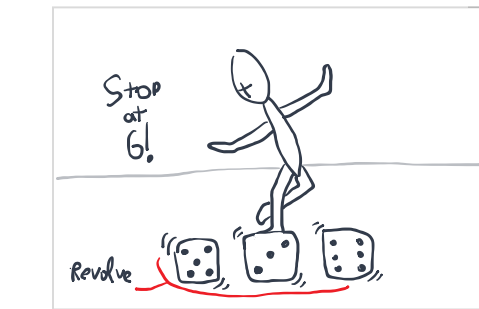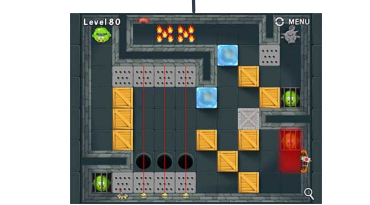maybe player is constantly running

there is a level (imagine kind of a box shaped level with obstacles and walls in between roughly like pacman) and there are many enemy in the box the aim of the player is to reach the end of the level the only tool player has is to roll the dice and change gravity enemy will fall with maybe other element like wooden boxes etc (if not clear ask bhavesh 🙂) it can also included in level changes as we roll the dice

The player plays as a dancer in a competition.
Each element of the dance from below the dancer there are several cubes that are spinning. The player must stop each die at a certain given number for a given dance move.

Player is the dice that is being rolled on every action player does 62.82%

Rolling the dice does some action (image on the dice) 61.82%

Mechanics changes as we roll the dice 57.45%

Level changes as we roll the diec 52.55%

platformer with object bouncing on screen that causes random effects on terrain 46.27%

Managing game where you have to keep track of multiple things and you are impaired by random events 60.91%

Dice may be is unfair (catch a cheater) 52.45%

Dice is a building block (number which it lands on decides something) 47.18%

Level is the dice and is rotating 46.64%

Rolling a dice will decide from options 44.64%

Dice is viral, if it touches something something happens 46.45%

Guessing the ourcome of the roll gives us advantage 44.36%

Roll is on timer and we have no control over it 40.91%

Customizable dieces 36.82%

we are the one who roll the dice, we r the one who has to play as the pawn in the game 36.64%

Our enemies throws the dice 35.73%

DnD styled dialogue system with dieces affecting it 32.55%

Dice is a weapon 31.64%

Rolling the dice splits our game and we cotrol both versions 22%

Dice roll creates another game instance (windows inside a game?) 20.64%

A beat em up where you fight different color dices, they recieve very heavy impact on thier last hp and get physically thrown (ragdoll) and thier limbs disappear. Each die color means something different, for example red ones buff or debuff your damage, the objective is to get some amount of points, maybe depending on the difficulty. The player dies in similar fashion, where the 1 and 2 means something good, like the resurrection, and everything else is a game over.

A strategy game where you move dice in one of four directions on a board taking turns with an enemie. After each move die does an action that ended up on the top side. You can customize your die with different moves. (Maybe you even get different dices d2 d6 d12 d20) And you can't see moves the enemie dices have until they take action. And there are different obstacles on the board
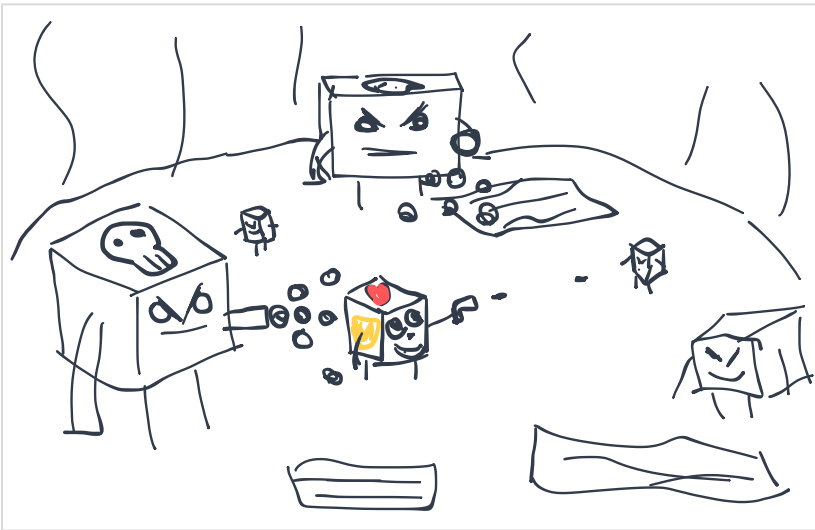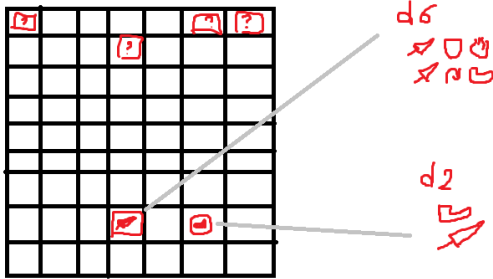
Dice is a weapon 31.64%

Rolling the dice can give you effects, like change your speed, add health, atack the enevies in the range

Level is a tiled maze, each tile have different color, rolling the dice changes the level according to the color of the tile

DicePerson : Platformer

You are the player who is a dice

You move the rolling over to each side of your body

On one side, you attack

On one you defend

On one you jump

And on one you _____

(min 4 sides is what i was thinking)

Your current action is shown to the "player" on the side facing him (if we have more actions we can also include this side making it more exciting)

you are a computer dev managing a server and you have to keep track of tabs, the game looks like an os and you use the mouse to control it like a normal pc (each tab has a simple action and you have to keep track of each one constantly while balancing between then) every few seconds (or it could be by a timer or by enemies when they attack) a random even happens like the tabs changing places or the computer screen turning upside down

You are a Dice Master making a Jorney through the Randland.

You have Global Die - you can roll it at will to make it do global stuff (change gravity, throw objects around, change the face of every die on the field) By default, those roles are random. At first, you only have a couple of events that can happen, you unlock more along a way.

On the location there are dice lying around. They're object, so they can fly around. They have faces. Based on what face is visible, the terrain that they touch changes (floor = lava, walls = spikes something like that)

Dice that are lying around may have different properties, for example - stuck (can't fly around), locked - (can't change face), timed - (changes randomly with time)

You can touch those dice to influence your Global Die roll. Depending on the side, you will have more chances to roll the event that you need.

autorunner platformer where its one level that cycles between 6 (or any amount) of "versions" of the level , like an underwater version where its all slow swim, bouncy version where every object is bouncy) the game is only one carfulyl designed level where the player tarverses and every x amoutn of time (with a timer on screen) it either cycles or chooses a random , kind of like a hazard that makes you adapt in an otherwise generic game.

When we roll we change the character, thus now we have other stats and need to accmodate for it

OOo, I like this one

I think it would be cool if you could dodgeROLL as a player and it would cause a random effect
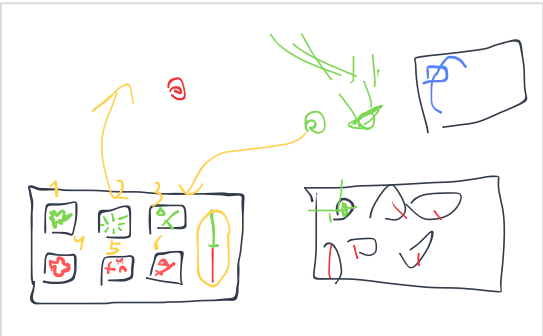
Karma system and event customization on dodgeRoll

Explosion damages enemies -1

New enemie spawns +2

Enemies heal +1

You shoot bollets -1

We have pieces of the die laying around, when we collect one die we get a positive effect, like a weapon or a faster passage way

Top down shooter with lots of enemies pushing the player, like Serious Sam

There are 3 dices:

1) Changing the environment: add/remove walls, lake, turrets

2) Modifier of environment: damaging / healing by walls, lakes. Makes turrets ally or enemy

3) Modifier of Player: More moove speed, more damage, maybe add disposable skills, like AOE damage.

Dices rolls after after a certain number of enemies killed.

Maybe, there are some pickable "items", that makes dice roll, when player touches it

Every good effect has a face with a smaller value than a bad one, and when the sum of the throws is equal to a certain number, the level ends

WE'RE ONTO SOMETHING HERE!!! GOOD

- Level is a die
- Everything living is a die
- Attack is a die

When we roll the dice character can get different ways to move: jump, fly, roll,

When we roll we change the character, thus now we have other stats and need to accmodate for it