Haste makes waste – timed game where going too fast will add obstacles (maybe like garbage or something to fit waste) to make it more difficult, but you still have to reach end of level in time

Don’t cry over spilled milk – your robots carry milk (robot tits)

You could make a killing with this great new product – making robots with ai (game based around inventor who makes robots like you said maybe for like use in factory for productivity, but instead they are evil, trying to kill you, so taking “make a killing” literally)

watched pot never boils – cooking game where looking at something freezes it. (actually quite like this idea, but like make it timed so that you have to quickly make a dish, but you can only truly make it when you aren’t looking, adding chaos and fun to the game) i think this is a great idea but maybe a bit too much

The writing is on the wall – a game where the first thing you see is a writing on a wall and then there is an epic scene with music and you have to race to run away from bad people. Horror game.

Better safe than sorry. – maybe like you say something wrong to a gang boss and he wants to kill you, but you don’t want to say sorry so you have to run away from him and hide from his gun shots or something idk

Kill with kindness. – shooter game but you kill with a thumbs up or approval or something, wholesome I guess

**literally in a different galaxy – can’t really come up with an idea, too big in scope in my opinion**

**Put a pin in it – a game where you get tasks and you can’t do them instantly but you have to pospond them at the last second possible (like handing in school asignments) (time management game that starts slow since you are unable to do anything, like you said, but as time goes on an on you have to complete the different tasks in quick succession, making the game naturally getting more difficult yet more fun as time goes on)**

**Failure is not an option – you are tasked with some very easy tasks and you have to complete them. (maybe a basic platformer where things that would cause you to fail, say a spike pit, would not kill you or make you fail, therefore making failure *not* and option) a platformer where your goal is ti die and reach tthegoal that way**

**It’s a win-win situation – either stylised platformer or bullet hell game where you are unable to kill any enemies, if you do you lose, but you still have to reach the end of the level, it’s a win for you since you finish the level and a win for the enemies since they don’t die, win win**

**Selected ideas.**

Pin– platformer with incomplete levels. Pin stuff in the level and drag it with you.

Failure is not an option – platformer where robot follows you and you have to find a way to die.

**OUR IDEA: PUT A PIN ON IT**