

Brainstorm game

Not the only way to win:

- Platformer where you have to get to the finish as quickly as possible. You can just find your way to the finish, but you can also make use of your environment by destroying things, building new things or finding useful items(jetpack, car, pogo stick)
- A horror game where you have to escape a saw like prison, but you can also just shoot the director of the horror movie to win.
- A climbing game in which your main goal is to climb higher than an opponent on an obstacle tower. You win by either beating an opponent by climbing higher than them or by pushing them off the tower.

Different yet familiar:

- Een zoek de verschillen spel: je krijgt telkens dezelfde kamer, maar hier en daar zitten er verschillen. Om door te gaan naar de volgende kamer moet je het verschil vinden binnen de tijd. (Tijd steeds verkorten, het spel eindigt als je het niet meer haalt met als score de kamer die je hebt gehaald)
- Je start in een wereld zonder enige kennis van je omgeving en de situatie, en door clues begin je je alles weer te herinneren. Je wordt wakker in een kamer met een paar willekeurige voorwerpen.
- Finding your way through a maze. Add whatever we want to make it more challenging and fun
- A race against the clock horror game in which you are being chased by a boogeyman. Your main goal is to collect a certain amount of artifacts. Every time you pass a mirror, you get hints about how long you have got left. Everytime the scenery of the rooms changes you know the boogeyman is close.

A powerful vehicle:

- Destruction game with large robot: destroy X amount of percentage of the map in X amount of time to win
- A racing game in space where you have to fly a space ship to the finish in time while destroying your opponents and obstacles.

Water is cool

- A parkour game with water. Water fountains can be used for jumping really high. Water slides can be used for extra speed. There are enemies you have to kill. Some underwater parts. You can use water as your weapon in cool ways, such as water balloons and boiling water. Can be done in 2D, 2.5D or 3D.
- Een soort Super Mario Sunshine waar je vijanden moet verslaan met een soort waterpistool
- You explore an underwater civilization while fighting fish people.
- fireboy and watergirl like game, where you can use the different elements to find your way through the map. Use water to freeze blocks or to fill containers, and use fire to light torches and explode bombs opening up new areas.

A versatile tool:

- A puzzle game, where the only tool you can use, is a spoon. So you have to pick locks with a spoon, dig a hole through the ground and defeat a monster or so.
- you start of with a tool and you can modify this tool by using other items. The goal is to make as many different tools as possible. (v2: you have to use these tools to complete certain tasks: open a chest, destroy a wall, jump over a river etc.)

Niels:

1. Climbing game
2. Prison escape game
3. Water parkour

Ardijan:

1-fireboy and watergirl like game, where you can use the different elements to find your way through the map. Use water to freeze blocks or to fill containers, and use fire to light torches and explode bombs opening up new areas.

2-A parkour game with water. Water fountains can be used for jumping really high. Water slides can be used for extra speed. There are enemies you have to kill. Some underwater parts. You can use water as your weapon in cool ways, such as water balloons and boiling water. Can be done in 2D, 2.5D or 3D.

3-A race against the clock horror game in which you are being chased by a boogeyman. Your main goal is to collect a certain amount of artifacts. Every time you pass a mirror, you get hints about how long you have got left. Everytime the scenery of the rooms changes you know the boogeyman is close.

Rick:

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2-Je start in een wereld zonder enige kennis van je omgeving en de situatie, en door clues begin je je alles weer te herinneren. Je wordt wakker in een kamer met een paar willekeurige voorwerpen.

3- A racing game in space where you have to fly a space ship to the finish in time while destroying your opponents and obstacles.

Thies:

1. A horror game where you have to escape a saw like prison, but you can also just shoot the director of the horror movie to win.
2. Je start in een wereld zonder enige kennis van je omgeving en de situatie, en door clues begin je je alles weer te herinneren. Je wordt wakker in een kamer met een paar willekeurige voorwerpen.
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Benjamin:

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