

5 Game Ideas

1. Fishing Game

Concept: The player controls a fishing rod to catch small fish for points while avoiding big fish that might break the line and shoes that reduce points.

Features: Dynamic movement of fish, randomized items, and increasing difficulty over time.

Genre: Casual

Target Audience: Players of all ages who enjoy relaxing gameplay.

Game Flow and Look: Bright and colourful underwater theme, simple and intuitive controls.

2. Catch the Falling Fruits

Concept: The player catches fruits falling from the sky while avoiding bombs. The game becomes harder as items fall faster.

Features: Power-ups like "Slow Down" and "Magnet" for easier gameplay, with an increasing challenge over time.

Genre: Action

Target Audience: Players of all ages, especially fans of fast-paced games.

Game Flow and Look: Simple 2D design, colourful fruits.

3. Basketball Throw Game

Concept: The player throws basketballs into three moving hoops, earning different points based on the hoop. The longer the key is held, the stronger the throw.

Features: Scoring system, moving hoops, and a timer for challenging the highest score.

Genre: Sports

Target Audience: Players who enjoy skill-based games and sports challenges.

Game Flow and Look: A clean and sporty design with a simple, colourful background.

4. Pinball Arcade

Concept: The player uses flippers to bounce a ball around the screen, hitting objects for points while avoiding the ball falling through the gap.

Features: obstacles and power-ups, such as temporary screen obstruction.

Genre: Casual /Arcade

Target Audience: Players of all ages, Fans of classic arcade-style pinball games.

Game Flow and Look: A colourful, energetic arcade style with a fun and interactive design.

5. Shape-Matching Stage

Concept: The player picks the correct item (colour and shape) from a stage after an NPC gives a hint. Picking quickly rewards extra points.

Features: Timed challenges, combo bonuses for consecutive correct picks.

Genre: Puzzle/Reaction.

Target Audience: Puzzle lovers who enjoy quick-thinking challenges.

Game Flow and Look: Bright and lively stage with colourful objects and clear visual hints.

