Theme: **Corruption**

**Corruption signifies a movement away from an ideal, intended, or functional state to one that is flawed, impaired, or defective. It is also the abuse of power.**

I really like the idea that Nintendo 64 games get corrupted or in altered in some way when the cartridge gets tilted, so I want to make a game that simulates that in a way, maybe.

Maybe I can make it so that with each cycle the game gets more and more corrupted.

Maybe I can represent the passing of time with an overlay of the date.

Maybe I can tell the story of forgetting the past of when you enjoyed games for what they are and not for how they look like.

What is the main gameplay?

* **Platformer – idk**
* **~~A snowballing game – A game about rolling down.~~**
* **~~First Person game – Sudo first person perspective~~**
* **~~Golf – Recreate golf but corrupted.~~**
* **~~Sorting game – sort stuff and get progressively more difficult.~~**
* **~~Cool action shooter – High intensity shooter with a horror atmosphere~~**
* **~~Ragdoll game – A game about running to the end of the balcony and jumping from it~~**
* **~~Binocular game – Look with a binocular and write down what you see.~~**
* **~~An electricity game – You are electricity, and you must jump from wire to wire to charge them all or to charge batteries.~~**
* **~~An electricity game 2 – Like the Muffet boss fight from Undertale but you are a spark running away from~~****~~Insulators.~~**
* **>>> Spider running away – a spider like the Muffet boss fight and you run away from a boot. Try to survive for as long as possible. The web is grid-based movement. Maybe flies can be collectibles. Your abilities are: When unavailable you can make webs. They are limited ammo. <<<**