# Ludum Dare 41

Theme is: Combine 2 Incompatible Genres

Going to do the compo this time

So that means work solo, have to make all the art, music etc all by me from scratch

I’ll list out all game genres:

* Platformer
* Shooter (first person or third)
* Fighting (normally would be one on one)
* Beat em up (Fight a wave of enemies)
* Stealth game
* Survival game
* Rhythm game
* Survival horror
* Metroidvania (Large interconnected world the player can explore, but certain areas are only unlockable after finding tools, abilities etc)
* Text adventures
* Point and click adventure
* Visual novel
* Interactive movie (including quick time events)
* Real-time 3D adventures
* Action RPG (e.g. diablo)
* MMORPG
* Tactical RPG (tactical movement on an isometric grid)
* Sandbox RPG (i.e. open world)
* First person party based RPG (move party around a dungeon etc)
* Construction and management game
* Life sim
* Vehicle sim
* 4X game
* Artillery game (i.e. worms etc)
* RTS
* MOBA
* Tower defence
* Turn based strategy
* Racing
* Sports game
* Sports-based fighting
* SHMUP
* Bullet hell

Ideas from ludum dare website (marc-grabow)

* tower defense roguelike – could be interesting. Permadeath, random generation etc
* platform visual novel – May require too much art to be interesting
* stealth racing – You may need to race around a track but avoid other cars crossing the road, not speed when cops are nearby. Have stop signs etc and can break the law if nobody is watching etc. May be slightly too similar to my previous entry
* platform games racing - maybe not
* sandbox racing – could go up to cars and pick a place to race to?
* tower defense rhythm game – this could be quite interesting. As you place down towers, they require you tap along at a certain beat. If the same type of towers are placed, then the same rhythm. If you miss the tap, then the tower doesn’t fire. If you are slightly early or later then it is less powerful. The more notes you hit in a row then a multiplier is added to the power of the towers.
* tower defense life simulation
* turn based shooter
* sport action rpg
* sport text adventure
* real time text adventure
* turn based tactical text adventure
* shooter management game

Stick with tower defense rhythm game