# 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