**Project Brainstorm Ideas & Worst Possible Idea – Week 2.**

* RPG game may not be possible.
* Cannot make halo.
* Survival/platformer \*.
  + Weapons are game objects. Focus in on small portions.
  + AVOID AI. Does not react to the player. Like a bot.
  + One level.
  + Upgrades.
    - Life.
    - Weapons.
  + Boss fight?
  + Hard coded.
  + Randomize spawning.
  + Crash bandicoot – Hide outside of bounds of level.
  + Secret areas.
  + We can do whatever we want.
  + Weapons:
    - Melee or shooting.
    - Upgrades.
    - Guns:
      * Shotgun.
      * Single fire?
      * Automatic?
      * Laser?
      * Penetration.
      * Combining weapons?
      * Finger guns.
  + Graphics:
    - 64bit sprites.
    - Claymation.
    - Photos. Like getting over it.
    - Scan from a template.
    - Pixelated like a game is.
  + Themes:
    - Metal slug.
    - Guns.
    - Metal (music), gore.
    - TV, does not require justification.
  + Mechanics:
    - More ammo makes you slower.
    - Boss fight.
    - Kill all things then continue.
    - Different types of ammo.
    - Hold an area for a period.
* Does not require a full game.

**WORST POSSIBLE IDEA**

* COVID wars.
  + Shooting COVID virus.
  + Shooting toilet paper.
  + Making Karen’s wear masks.
* Hold cat backwards with ass laser.
* Animal gun.
  + Becomes stronger enemy.
* Killing enemies becomes worse enemies.
* Throws clothes at enemy. Ammo is more clothes. Enemies become clothed.
  + Impeding a nudist colony.
  + Little naked people.
  + Ammo is more jumpers.
  + A lot of jumpers make it more difficult. Slower.
  + Final score is based on clothing.
  + You are on bath salts/lollipop.
  + Everything starts normal then goes crazy.
  + Game starts instantly.
  + Cops come and you need less clothes to outrun them.
  + Cold kids that you need to get warm.
  + Cops go towards you, avoids AI. Homes in on character.
  + If cops move off screen, they die.
  + Bullies chasing you because they want kids to get cold.
  + Cops do not know why you are chasing kids.
* Stupidest job:
  + CEO/Executive.
  + Cheese merchant.
  + Sauna builder.
  + Most ridiculous jobs:
    - Fountain pen doctor.
    - Gumologist.
    - Pet food tester.
    - Snake milker.
* Avoiding enemies because you are depressed, and they want to make you happy.
  + Stay away from the enemies.
  + Attach onto you by hugging you.
  + Way you down with happiness.
  + Poetry and bad music.
* Mud fight.
* Magnetic robot pick up scrap metal.
  + Metal is different types of ammo.
  + Lose scraps when you are hit.
  + Drop an old iPod into a microwave and it comes to life.
  + Big magnet comes down intermittently to take metal.