# Idea 1 – Library Rush!

* 2D Top-down
* Players control a robot library worker designed to quickly retrieve books upon request
* Gameplay will involve short levels where players aim to collect books from the correct shelf and deliver it to the desired person as quickly as possible. Once all requests have been complete the level will progress to the next, with each level gaining more requests.
* Difficulty can also be increased by adding multi-book requests and requests for book which has already been checked out.
* Level layout will match that of standard libraries with slightly more visual hints to a sections contents to make the game balanced.
* Enjoyment will be gained from both mastering the difficulty of the game and becoming quicker at completing given levels.

# Idea 2 – Library of Mysteries

* 3D puzzle game
* Players must use books contained within a library to solve puzzles in hidden themed rooms around the level.
* Room themes will relate to a specific section of the library which will be the section that contains clues for that room.
* In some cases, interacting with clues may display a mock book page with the clue hidden amongst the page. In others, clue books may reveal a key lodged inside or a note with symbols.
* Puzzles will range from hidden buttons to combinations and keys.
* Each room will reward the player with an item in a display cabinet (possibly a famous book from the completed genre
* Realistic style graphics