Idea #1

Robot Dude

* **Doom but with robots**
* 2D assets for everything except the level
* 4 weapons (pistol, shotgun, machinegun and rocket launcher)
* 4 enemies (drone, walker, ninja, tank)
* 2 power-ups (attack boost and speed boost)
* 3 types of pickups (health, armour and ammo for each weapon)

Idea #2

Salty Sea Scavengers

* **Combination of Sid Meier’s Pirates and Sunless Sea**
* All assets are 2D
* Small open world to explore
* Movement mechanics of sunless sea
* 3 npc types (merchants, military, pirates)
* Start with few cannons, but more can be bought
* Can dock at ports to repair ship, buy ammo and sell loot
* Can purchase better ships

Idea #3

Don’t Move

* **2 Player FPS where you can only be seen if you move**
* All assets are 3D
* 4 weapons (pistol, shotgun, machinegun and rocket launcher)
* Die in 1 hit
* Spawned in a random selection of preset points on the map
* Win after 5 kills
* Weapon pickups at preset points
* 3 maps with varying aesthetics and designs