Choose random Genre, Setting, Theme, Patterns. Look at this mix. What ideas come into your mind?

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| **Genre** | **Setting** | **Theme** | **Patterns** |
| Action | Chicken coop | Escape | Decks |
| Adventure | Waterfall | Words | Fixed distributions |
| Casual | Bowling alley | Post apocalypse | Tooltips |
| Experimental | Indoor shooting range | Renaissance | Symmetric goals |
| Puzzle | Tropical island | Firefighting | Token placement |
| Racing | Garage | Robots | Non-diegetic communication |
| RPG | Flower garden | Transportation | Incompatible goals |
| Simulation | Bomb shelter | Nautical | Self-reported positioning |
| Sports | Elementary school classroom | Art | Persistent game world changes |
| Strategy | Marsh | World war i | Communication channels |
| Tabletop | Arctic tundra | Steampunk | Development time |