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

|  |  |  |  |
| --- | --- | --- | --- |
| **Genre** | **Setting** | **Theme** | **Patterns** |
| Action | Small town street | South pole | Ubiquitous gameplay |
| Adventure | Trailer park | Maze | Further player improvement potential |
| Casual | Forest | Murder/mystery | Collectible card games |
| Experimental | Parade | Conspiracy | Game pauses |
| Puzzle | Carnival funhouse | Winter sports | Props |
| Racing | Laundromat | Exploration | Steadily decreasing resources |
| RPG | Sporting event stands | Mechanical | Fake game overs |
| Simulation | Tank | Creativity | Information passing |
| Sports | Sewers | Educational | Predetermined story structures |
| Strategy | Water park | Civilization | Detective structures |
| Tabletop | Root cellar | Cyberpunk | Arithmetic progression |