

Constraints

Design:

"This is a blue game."

Use only blue-ish colors, black, white, and gray.

"Aw, that's what this is for!"

Incorporate an element in a way that contradicts its original purpose

"Did you mean 'recursion'?"

Make use of recursion in the game's design, i.e. "tangible" for the player, not in the source code

"name job join bye"

Have a non-player-character in the game with dialogue-like communication

"Analphabetism rocks."

Use no text in the game, at all.

"Hauser Disguise"

Player avatar switches between male and female.

"Insert Coin to Continue".

"Watch your back!"

"NSA ftw"

Log all player activities and use them for gameplay.

Technical:

"Who needs a graphics editor anyway?!"

Create a text-only game, and/or render all graphics procedurally

"Good ol' times"

Make a game for a legacy platform.

Narrative:

"Laugh or cry."

Follow the form of a drama