**New Game Idea**

Fauzan’s Ideas:

**Overview:** "Mario and Luigi: Twisted Paradox" is a new entry in the Mario and Luigi RPG series, bringing in characters from the Sonic the Hedgehog series into a massive crossover adventure with a heartfelt narrative. This game aims to give Mario and Sonic fans alike the crossover they have been waiting for decades whilst maintaining the series’ charm and humour with a big focus on the character interactions between the Mario and Sonic cast.

**Platform:**  
Nintendo Switch (or future console platforms)

**Genre:**  
JRPG, Turn-Based Combat, Puzzle Solving, Adventure

**Target Audience:**  
Fans of the Mario and Sonic series, JRPG enthusiasts, and players aged 10-30 who enjoy narrative-driven games with strategic gameplay.

Luqmes games- I would want to create a game that not need to buy.

Pojan sayang abe

**Intermediate**

* **2D Platformer**: A side-scrolling game with obstacles and enemies (like *Super Mario*).
* **Top-down Shooter**: Players control a character or ship to defeat waves of enemies (e.g., *Space Invaders*).
* **Puzzle Game**: Build a logic-based game like *Sudoku* or *2048*.