

## Time Bomb Defusal

Concept: Throw your axe to "cut" the correct wire on a ticking bomb before time runs out.

- A bomb appears on screen, accompanied by 3–5 coloured wires.
- One wire is randomly chosen to defuse the bomb.
- The player has 10 seconds to throw the axe at the correct wire.
- Add fake-outs like sparks or decoy animations on the wrong wires.
- Static targets + suspense + skill + colour-coded hitboxes = exciting tension.

## Fruit Ninja Style Gameplay

- Players throw axes at targets that are flung up onto the screen
- Certain items are worth certain points
- Bad objects to avoid



- Items are thrown up at different speeds and angles
- Some are smaller and larger

## Hunting Style Gameplay

- 3D game, but the player stays still and throws at targets moving left/right

- The farther the target, the smaller it is
- Targets move at different speeds depending on the value



## Railcart 3D Thrower (complicated)

- The player rides a cart in a 3D world where targets pop up on the sides of the cart
- Hit the targets before you pass them
- The cart could speed up near the end
- Tally the points at the end of the track

## Boss Battle Mode

Concept: Hit weak points on a moving boss creature (like a troll, mech, or monster).

- A boss enters from one side, walking slowly across the screen.
- Flashing or highlighted areas on its body indicate weak points.
- Multiple hits are required to defeat it (score points per hit).
- Add smaller minions moving in front of the boss to block shots.
- Simple animation loop, layered target zones, and progressive difficulty.

## Puzzle Wall / Target Order

Concept: Hit targets in the correct sequence to complete a pattern or code.

- A set of tiles lights up in a Simon Says-like sequence.
- Players must throw axes at them in the correct order.
- Faster memory = higher bonus.
- Combining timing, memory, and accuracy. Encourages repeat play.



## Alien Invasion

Concept: UFOs and aliens drop down from the top of the screen — stop them before they abduct cows.

- Aliens descend on unpredictable paths.
- Cows on the bottom act as "lives" — once abducted, they're gone.
- Bonus for hitting UFOs mid-descent or throwing in quick succession.
- Vertical motion contrasts well with horizontal throw arc; retro style is popular.

