

**-You are an Admiral tired of losing troops, so you are going out to fight the war with your fists. It will be a rock, paper, scissor type fighter with fog of war dictating encounters and environment randomness.**

**-You are a native to a desert planet and have heard of tombs and treasure. There are giant human eating beasts that “swim” through the sands and are attracted to sound. Whether you are eaten or ride one is up to your skill.**

**-You are a little kid trying to gift the perfect item to your parents. You travel around your house and find rocks, shells, and sticks to give NPC parents for points while encountering dangerous bugs.**

-This could have a horror aspect with the bugs in a kid’s perspective.

**-You are a desert camel rider trying to quench your thirst. You are on the search of a great oasis encountering mirages and dangerous enemies while fighting your own thirst.**

**-The zoo animals got out and you, the zookeeper, must ride them back to their cages. The animals are hard to ride and require successful quick time events (differing in amount and randomness) to continue riding the animal.**

**-You are a UFC fighter waiting to see if you made weight in the waiting rooms there happens to be food all around you. Will you make the weight category you want?**

**-You are again a UFC fighter that is standing in that conference setting and you have weighed for a fight and square up with your opponent for the promotional photo. It can be either a tug of war type battle of chest bumping to get more of the picture on your side or a chicken type battle to see how close to each other you can get before you touch each other.**

**-You are in a floaty tube wading in a pool. Hooligans appear to harass you so you must use you tube as a bumper car and flatten those around you.**

-Floating obstacles can dictate where you are able to move (like a noodle). Maybe a shark or floaty shark can cause havoc.

**-You are at a concert and a mosh pit breaks loose. You must fight your way around to continue enjoying the show. Your character is constantly moving in this hectic arena.**

-Water bottles and garbage can be collectables and E-cig smoke can distort visibility. Circle pits and walls of death could restrict character movement to a minimal and guide the character around or in the direction of the pits. There could be big people that push you around without moving themselves to be like a bumper pole obstacle.