What Inputs I have to work with:

-Multiple touch

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Important Logistics:

-Will the game be portrait mode, or landscape mode, or switch between the two of them? (this can be changed in edit > project settings > player)

Game Ideas:

-Maybe you’re rescuing people, but you have to choose between certain people – you can’t rescue them all at once.

-Maybe you have 100 or so levels, but you also have an endless mode? (Bottom parts of the endless mode level automatically get deleted, so that not too much information is taken up

-There could be a wall of lava in latter levels that is gradually rising up, trying to take you down

-The game will involve you trying to accelerate upwards, but will feature some platforming elements (it won’t be as simple as something like spincopters)

-There will be a story discussed in between levels, it will be funny – but maybe a little tragic too.

-There will be werewolves involved

-Will there be experience points to be earned? Or just currency to be collected?

-Like a combination of Pikmin, and a realistic physics flight game (you toss people, and they work on things for a while, under a limited time frame)

**-What is my one great idea?**