

50 IDEAS

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1. You walk through an all-white environment populated with everyday objects telling you dirty jokes.
2. You are falling in a pit, and every time you seem to hit the bottom, you crush it and keep falling again.
3. An endless runner in which the runner is centred and you can't see the environment. You can walk or run, but it will only change the speed of the elements coming through you.
4. A tongue-kissing simulator, you are a tongue stretching out to the sky, looking for other friendly tongues to play with. You have to dance and complete rhythm events to seduce other tongues.
5. You're typing words that keep on collapsing as you're typing them. The letters collect at the bottom of the screen and eventually pile up and fill the screen.
6. You're in a ascii metro car, surrounded with other weird characters that embark and disembark.
7. A point and click in which you touch someone's different body part. That person will tell you a story based on each and every part. You will then get a quiz and, if you pass, you'll have intercourse.
8. A word-generator that mixes prefixes and suffixes and mixes them together in sentences that you can move around to create a story.
9. You advance in a corridor full of doors that open and close as you run past them. You can turn left, or right, or ignore them.
10. A closed door is facing you. You can knock in different ways, or try to force it. A voice on the other side will answer based on what you try, and how long you're trying.
11. A game where you are controlling an AV cable and you have to find the right hole. Complicated instructions are narrated to you, and the wire gets tangled, and going in the wrong hole generates strident sounds.
12. You are a planet that enters the solar system and must traverse it without entering the gravity or colliding with other planets.
13. You're an elephant and you control all of its four legs. You have to walk through an old antique shop without crushing anything.
14. A short story in which you can click on words to swap or erase them. The outcome of the story will adapt itself to the modified events and characters.

15. You are going through the topologically illogical innards of various large monsters.
16. An endless runner where you jump through rooftops and enter buildings. Another runner is following and throwing things at you.
17. A simulation of a tree growing in the direction the mouse is pointing clicking will make it wither and die.
18. You control the wind with the mouse cursor, and you blow dead leaves on the ground.
19. A building demolition simulator where you choose the amount of skyscrapers, the explosive ordnance, and the timing.
20. A top down shooter where you control a convoy of vehicle. Every ten seconds, someone yells RPG! and a rocket gets shot on one on the vehicles.
21. A plateformer where platforms can be planted, and grow like vegetables.
22. You are in an elevator alongside characters made of text and numbers. as you type on the keyboard the corresponding letters, the characters surrounding you will deconstruct.
23. You type out a story made of a few sentences. The sentences then gets compiled as platforms in which you navigate through.
24. An application that start a soundscape at the touch of a hotkey. The soundscape is based on the actual weather forecast.
25. An audio piece that takes several voice input, modifies them and adds them to an existing composition.
26. An endless runner in which you have to run to keep the runner happy. The runner will eventually get exhausted, and will stop being happy. You can still force him to run.
27. A plateformer in which you can jump, but the platforms are too high. Every time you jump, you get taller.
28. An application that takes sports results and generates a story about a drug-crazed orgy with them. Every statistic is converted to a odd urban dictionary expressions.
29. A bottle-shaker simulator. You shake the bottle as much as you want to get the pressure going and you play with the tip to make it pop.
30. A game where you only see a hand undulating through someone else's pants. You have to rotate and move the hand inside the pants according to the voiceover feedback.
31. A plateformer where you are a platform moving around to refrain a very bad AI from falling to its death.

32. An audio piece that registers the bpm of a song. You then have to put visual cues onscreen to follow the beat and save the performance so you can share it with others.
33. A game where you're in a club and you really really need to go to the toilet. You navigate through different scenes in which you have to find the correct word combination to reach the bathroom before it's too late.
34. A game where you are scaling the wall of a skyscraper. You control every limb with a different key on the keyboard.
35. An endless runner in which an audio piece is played. You can go back in reverse, or jump, or slide, and it will punctuate or modify the audio piece.
36. You are waiting for the metro. It is late. You can also take the bus, but might miss the metro while checking for it. You can wait for the metro, but might miss the bus while waiting.
37. You are playing in an orchestra and you have no idea what you are doing. Note sheets are shown to you and you have to follow them on your keyboard.
38. Stealth game in which you dream that you are naked at school. You can perform takedowns to steal pieces of clothes on other people. You have to either escape the building or get dressed before the bell rings.
39. You control an arm driven by physics that is undressing someone. That person tells you to undress the trickiest parts, like buttons, then the belt, then the sockets, etc.
40. A point and click through which you are a student in class looking at other people. you get to observe up close what these people are doing and thinking when you click on them.
41. A game where you are controlling the back and forth during intercourse. You have to find the right speed and the right angle. The only visuals are geometric shapes and abstract soundscapes.
42. A game in which you are constantly followed by black and white shapes that whisper incoherent things.
43. A game in which as you pass through empty door frames, a fragmented piece of story will be heard as you pass through one. Find the correct order or just make up a surrealist story by going in different door frames.
44. A text-adventure game in which you are figuring out pickup lines based on the appearance of the person you want to try yourself on. You either get lucky or get denied.
45. An audio soundscape environment mapped in a 2D world that elevates in intensity as you're doing typing exercises on the keyboard.
46. A game asks you a large variety of question through text on-screen. Your way of answering varies from typing something, clicking on buttons, drawing something, taking a picture of something, shooting something, etc.

47. You control a hand that reaches to touch another hand. The more they get closer, the harder it is to close the gap. By frantically pressing keyboard keys, the two hands keep getting closer.
48. A point and click in which you are visiting an apartment made of actual pictures, and you have to find out if it's a good deal or if it's ridden with hidden issues.
49. You control a monster's arm that picks up trash thrown at it and puts it in a large, gaping mouth.
50. You design your own insect by putting arms or legs, or antennas through its body. You can then start the simulation and look at it try to move. It will quickly grow, have tiny offspring, then die.