Theme:

Baking

Limitation:

The limitation is: Only 2 Buttons

## Additional:

As a mechanical limitation, this is very straightforward. Your game should only use 2 buttons.

Q: Is this arrow keys and two buttons?

A: no, that's 6 buttons!

Q: Is this mouse and 2 buttons?

A: Mouse movement is allowed, however, if you use the mouse buttons, those will count as your two buttons!

Q: Can I use more than 2 buttons in my menus?

A: 2 buttons throughout the entire game would be ideal

Ideas:

Make sure timing matters

Mouse to aim.

Push and Pull

Attract and repel

Add and subtract

Multiply and Divide

Endless swinging game

You move through an area, click on a wall to attach a grapple to a wall

Then change the rope length with m1/m2

Endless runner where you jump/slide with m1/m2

Frogger where you only control if you are going back or forwards

Swinging game:

Mouse pointer to aim

M1 attaches hook

Once hook is attached, M1 followed by hold shortens rope

Boost forward in direction of movement with M2

Fly through the air in a city skyline, busting thru windows or certain target areas.

# Going with:

SkySwing

Swinging game:

Mouse pointer to aim

M1 attaches hook

Once hook is attached, M1 followed by hold shortens rope

Boost forward in direction of movement with M2

Fly through a city skyline, busting thru windows or certain target areas. (to refill your boost tank or smth)