**Comprehensive Development Project**

**Game Ideas:**

**Frogger… ish**

**Game Concept:**  
In this version of Frogger, the player doesn't control the frog but instead controls the obstacles to prevent the frog from crossing to the other side of the river or road.

**Notable Features:**

* Obstacles with different speeds and movement patterns.
* Increasing difficulty with multiple frogs trying to cross.

**Genre:**  
Puzzle/Strategy.

**Tower Defense**

**Game Concept:**  
The player has to defend a base by building towers at strategic points to stop waves of enemies.

**Notable Features:**

* Different tower types with unique abilities.
* Waves of enemies with varying resistances and movement patterns.
* Improve towers or unlock abilities.

**Genre:**  
Tower Defense/Strategy.

**Marios**

**Game Concept:**  
The player controls Mario, but with each level completed, another Mario appears. Eventually, the player controls all the Marios at once, solving puzzles and overcoming obstacles.

**Notable Features:**

* Puzzles that require coordination between the Marios.
* Power-ups that affect all characters at once.

**Genre:**  
Side-scroller.

**Pizzeria**

**Game Concept:**  
The player works in a pizzeria and must complete pizza orders by collecting pizzas from the oven and delivering them to the counter or drive-thru before customers get impatient.

**Notable Features:**

* Power-ups that upgrade the oven’s velocity or player’s speed.
* As the game progresses, the number of customers increases, and they become more demanding.

**Genre:**  
Arcade.

**Trump in Mario World**

**Game Concept:**  
Instead of Mario is Donald Trump. The player must battle protesters instead of goombas, collect power-ups like the "Make America Great Again" cap and overcome obstacles to achieve his goal of annexing Canada as the 51st state.

**Notable Features:**

* Humorous power-ups.
* Comical references to politics and pop culture.

**Genre:**  
Side-scroller