

Game - Ideas

- top-down

- hotline miami

- mouse + keyboard, aim + move

- dot, pixel grid game

- move dot on grid

- shoot dots in direction you're moving

- enemy dots move around and shoot

- also, dots for walls - map design

- pickups for ammo, health, armor, etc. - speed, etc.

- tron

- flappy bird (jump + physics)

- pong

- space invaders

- asteroids

- agar.io

- frogger

- look at old arcade games
also old console

- tetris

- look at 8bit/16bit pixel indie games (Devolver)

- bullet hell (- enemies)

- stealth

- maze (- environments)

- battle royale

- point and click

- adventure (game)

- change frame rate

- survival

- creation

- space

- move multiple characters at once

- upgrades

- switch ^{between} characters

- checkpoints

- multiplayer

- power up/downs

- adapt game to top down or side-scroller
- pixel hitman game format.

- change variables

- top down platformer

- speed, size

- pirate ship battle

- position, etc.

- top down dark souls RPG

- hyper light drifter

- open world, explore, collect, learn story

- platformer / side scroller

- 2D vs top down vs side scroller.

Overall Game Objective

- infiltrate
- stealth - don't ~~be~~ ^{get} alerted
- assassinate the target
- get to the exit point
- you win!

maybe there are targets
bouncing around in the
building.

- you lose points for killing enemies ^(maybe)
- you lose points for alerting enemies

OK, change game idea

- enemy is now a ghost.

- and ~~randomly~~ randomly changes direction
- if hero hits ghost, you lose health and ghost
- randomly spawns somewhere near.

add health kits, Stamina Refills (for print)

- limit character movement, if you move too much without refilling.
- ammo refills, invisibility, speed boost,
- box that turns off the lights ~~costs~~ changes background alpha to 0?

Theme / Idea

- A game needs some kind of action or conflict.
 - keep interest, interaction, focus, and tension up for the player.
 - so my idea is to have lots of conflict with ...
 - the environment/world
 - the enemies
 - and the movement
 - ↳ the survival.
- Medium to Long Term Game Rounds / Matches.