

1. Long distance call

- Get your grandma to drop the call before your money runs out
- You have to find the solution to a code/puzzle, but the instructions are scrambled.
- Bounce your signal off satellite dishes and antennas to get it to the right receiver

2. Race to the end

- You need to use the toilet, get there before it's too late
- Turn based maze. You race other players. All players have their own abilities (with cooldowns or max number of times they can use it) to give them an advantage
- reach the light at the end of the tunnel before it fades (run/run2)

3. Tiny and Big

- Lose fluff by moving, get to the end before you run out.
- you have two characters you can switch between, a big one and a small one, you have to get both through a 'maze' where some paths can only be taken by one of them.
- balance tiny and big blocks in a way they won't fall

4. Happy accidents

- Help a black cat impress their family by causing accidents
- You are cupid, you get two people that you have to match. To match them you make them run into each other (literally)
- figure out a positive spin some less fortunate scenarios

5. the creepy room

- create a creepy room for an escape room company
- escape room point & click
- find out what has been happening in the room down the hall, solve riddles to find the password to the lock

6. Underworld

- Mine for ghosts (gotta catch 'em all)
- You're an underworld admin, try to place the ghosts that come in in appropriate environments (papers please, two point hospital)
- You're a mole, find worms to eat. When a worm enters your cave system you can briefly sense where it is.

7. Date gone wrong

- time travel, find the date each event happened (obra dinn?)
- You're a date farmer, harvest and dry them for shipping. You get a score depending on timing.

- platformer, find as many items as possible within the given time to make your date a success

8. Paranormal activity

- Help a ghost find the perfect workout routine
- Clean up after a haunting (and figure out what kind of ghost was there)
- Use different 'traps' to scare the visitors in your haunted house

9. Negotiation

- Find the best deal on products for your charity booth. Vendors have an agreement for the lowest they will go, but some will ask for more or less. You cannot go back to a vendor you've already visited without buying. (or they will go up on their previous lowest price)
Different vendors are susceptible to different negotiation techniques.

- Shopkeeper sim
- (local) multiplayer, both players get a goal and negotiate what should be done in game. The goals are hidden, the player that completes their goal first (or comes closest to completing it) wins

10. Strange behaviour

- Try creating AI, but the 'code' you can use has strange effects/synergies
- Your friend has been acting strange, tail them without being spotted to find out what they're hiding
- match the behaviour description with the right creature