

50 conceptual ideas

1. An application that presents media and records how the user's breathing patterns change as the app goes on. Recordings are kept to cross reference to create a database.
2. A game where you act as a guide to a wandering npc leading him to the end point of a map full of obstacles.
3. A game that breaks the rules of game design. The game will tell the player how to do things, but all the information will be wrong. It's up to the player to figure out that aspect through clues.
4. An application that streamlines different methods of brainstorming allowing for an easier process. An example would be for this assignment.
5. A platformer that is affected by the beat of a tune. For example floors appear or disappear with every drum beat, or jumps go higher and higher after each successful jump during a beat.
6. An app that tests the compliance of a user. It will ask basic things that require no real thought process and will encourage the user to not stop. The game ends when the user breaks and stops playing.
7. A new perspective to the desk job simulator where the goal is to clear the day's tasks all while dealing with outside distractions and other surprises. The game will take place entirely in front of a computer screen.
8. News program headline manager. A game where the player must decide an adequate headline to various news reports to gather as many views as possible.
9. Endless runner based off of typing specific words to continue and avoid obstacles.
10. Words per minute tester that secretly makes the user type out incriminatory sentences to use against them in court. The goal is to distract the user with the simple test.
11. A grid based game of strategy similar to chess but has a card based system integrated to add another layer of strategy to established static rules.

12. A currency expenditure game where the goal is maintain your cash as low as possible while gathering as much investment return as possible within a defined time limit.
13. Rock'em sock'em robots involving different lifeforms (aliens/monsters/etc...) with their own unique moveset. Movement is limited as in the game, it's all about hitting and hitting.
14. A two player game (possibly vr) that has one player providing hidden information that the other player cannot see. The guided player would have to venture across a trap filled area.
15. A tower defence based off of sound. Towers provide minimal vision and only the area close to the mouse provides sound allowing the player to determine enemy location and type.
16. A hacking simulator presenting the player with several problems that the player must hack through to crack a safe. Each problem is its own mini game and change with each playthrough.
17. A randomly generated maze that is divided in grids that are moveable. The player must move his character across the maze while also managing the positions of certain maze pieces. The grid movement is similar to that of the game rush hour.
18. A parenting simulator established in a dangerous environment and the "baby" is a creation like frankenstein. You as the "parent" must prevent it from killing itself accidentally or allowing it be seen by others.
19. A flying space game where your ship must avoid all sorts of debris to reach its destination under no gravity environments.
20. A hole in a wall scenario where a camera captures the position of the player whom must figure his body into positions that fit through approaching obstacles.
21. An application that establishes how the users composes messages online and attempts to recreate messages in different situations such as a sick "call-in" to work.
22. An app that connects wirelessly to devices to begin rudimentary processes like closing the screen of a computer or decreasing the speed of the cursor.
23. A game based off of trending topics. Two teams must guess a word or combination of words that they believe to be highest trending.

24. A game that provides you with a basic google search page with an imposter link. The goal is to figure out which link is fake based off of the other links and their descriptions.
25. A game where the player must draw a picture based off of a trending topic provided while others must guess what topic it is.
26. A table top tennis game involving vr for vision and kinect to allow the players hands to act as paddles.
27. An app that filters your facebook based off of information provided to keep things relevant to you on your front page alongside other important aspects of your social media page. Examples would be nothing with keyword such as anonymous, or news.
28. A lightshow experience that provides a visual representation to songs you feed into the application. Themes can be changes such as neon or vibrant.
29. A platformer with a dynamic environment that changes with the seasons. The player has control of when the seasons change but dangers vary as well.
30. A barrel shooting game where the player must time when he is expelled from a barrel launching him to the next one. This continues until he reaches the end.
31. A school management game where you act as a principal who wants money above all else, even at the expense of the children.
32. A platformer of sorts that is playable through voice command or sounds recorded by a microphone. No keyboard or mouse allowed.
33. An experience that puts you in the shoes of a lawyer who has nailed a criminal in court. Despite so, the criminal receives a minimal sentence which then would simulate the uselessness of the lawyer and a broken system.
34. A game where you must manage an environment where cats and dogs must co-exist together. Both species will be constantly at odds, and you must fix the issues and create peace within a small space.
35. An application that records the sounds of an environment over a brief time and then creates a short song out of said sounds.
36. A three player game where two people try to shoot down the third player. The game rotates after each round and after X amount of rounds the player with the most takedowns wins.

37. A karaoke game based off of typing instead of speech but the computer then sings what you type. Create custom songs or fill in already known ones.
38. A game where obstacles appear based off of what the game hears from a microphone. The concept is the whole class is against the player as he platforms accordingly to the obstacles decided by the masses.
39. A game where the player lives in a noisy apartment. He must guess what sound is coming from what apartment and complain to the landlord accordingly or else failure.
40. An endless runner that learns from the players twitch based patterns and adapts the obstacles to best the player.
41. A kitchen game where players must complete dishes in a timely fashion to gain a high score.
42. An experience where the player is a defense attorney for a murderer and must lower his sentence, or go against his code and throw the case.
43. An evergoing experience where the application memorizes information and behaviour changes. The player can interact with this a.i to increase its knowledge.
44. A game of 3d tetris with bonus rules added to spice it up.
45. A tower climbing puzzle where the player must rotate the tower to clear an appropriate passage for the climber.
46. A game where the player must stack random objects as high as possible while using wonky controls for each limb of the man stacking the objects.
47. An old school rpg game that leads to each scenario based off of your decision to each "page".
48. A puzzle game that has you filling up random objects with certain amounts of liquid to safely allow fish through a scenario into the ocean.
49. An application where you enter a rubics cube into a form and the app will solve the cube for you along with step by step directives to do it as well.
50. An app that fact checks for you based off of what you wrote on the search bar. Example would be "did trump win the popular vote?"