**Brainstorming**

Jam Theme – “Running out of space”

First thought – Some sort of survival platformer where enemies attack you and you need to knock them away while the walls close in on you. Not super great, game time would diminish too much, I think.

Isometric strategy game, two players where a core mechanic is destroying the other player’s grid. Turn by turn like chess?

Game where you play as an owner of an animal shelter and you have to get animals adopted before they reproduce so fast you run out of space? Sounds fun, kinda like diner dash. Downside: maybe not impressive to onlookers? No real action.

Game where you play as a thief loading up stuff from people’s houses into a van. The goal of the game is to fit as much valuable furniture as you can inside. Make art pieces and whatnot have awkward shapes to have the best effect. Good possibility for situational comedy as you explore the houses of people with bizarre art and money to spare. Name: “Movers”? Potential issue, will need 3D models of furniture AND of houses plus the car and probably a person or two. Textures could be simple, at least at first.

Thief game would be too difficult on assets. Decided on the iso strategy game instead.