Ideas generated, based on the brief, from the first group meeting. Each idea is split into a specific area of Physics.

**Friction:**

Two players slide down a slope, either simultaneous or in turn. Players will slide slower or faster depending on the amount of friction. The aim for the players is to press a set button and try and stop their ‘character/icon’ as close to the line/marked area as possible.

This keeps the game challenging by randomising the friction amount within set boundaries each round and facing players, of various skills. This mechanic can easily be tweaked by instead holding down the button to gradually stop, changing it from reaction to perception (I think?). Also different points for the line/marked area to spawn in can be implemented with ease. This game would be competitively based between to players, either of rounds or matches of rounds.

**Gravity:**

Two players are placed into a single closed arena. The arena is filled with blocks, all spawning in static. The game begins and players compete to see who can survive the longest as blocks are randomly affected by gravity, causing them to fall out of the arena. Eventually parts of the base floor will disappear and players will be able to fall out of the arena. Once they do, the game ends and the remaining player wins.

Two players are spawned into an arena, a 3x3 grid of smaller rooms. The start at opposite ends and must race to the centre tile of the centre room. Some entrances to rooms are on different walls and ceilings of the rooms and players must ‘rotate’ gravity to navigate through them. This should bring out interesting, competitive play between players although could make way for issues, such as players continuously rotating and bringing the game to a stalemate.

**Buoyancy:**

A boat must be kept afloat on waves. The water level would have a normal, high and low point. Players must affect the forces of buoyancy to ensure that their boat stays level with the water and doesn’t sink. Flappy bird and other similar games would be the main inspiration for this. Working in two players would be difficult I believe.

**Light:**

Two Players are placed in either top corner of a single room. The must navigate through a maze in complete darkness and race one another to the exit. Players can briefly see their current section of the maze by flickering a light.