I have chosen to go with a cargo ship theme. It’s quite easy to understand. If too much weight is on one side of the ship it starts to tip in a direction or the other.  
  
 In my opinion out of all types of things that we could drop on top of a cargo ship simple objects such as storage containers of different shapes and sizes should be the best. Initially I thought we could go for an army style game where chinooks could drop tanks and different types of guns onto the ship but after doing my research into demographics I realized that violent things such as weaponry wouldn’t appeal to the demographic we’re targeting.

As for affordances I was thinking the ship could have a little bit of weight on the back of it where the control room and engine room is so it looks like it’s tilted back a little bit, leading you to believe that the ship does indeed tilt. Regarding the helicopter dropping the cargo on the ship, I was thinking we could make the helicopter stop on the screen where it is going to drop it’s cargo for a second or two so the player knows something is going to happen there and they have to move their ship there.

As for movement I think the best way to display that is by showing the keys the player has to press or in case of a mobile or tablet game show a phone/table tilting left or right.

As for the game itself to keep it a bit realistic since a ship can’t go back and forth easily we could display the ship constantly going left and tilting right would make it go slower and tilting left would make it go faster. Maybe add an element of challenge by making it so you can’t decrease speed instantly when you go from tilting left to right. Also we could add a timer for the player. Say they’re going left because they’re heading to a port where they have to unload the cargo, cargo then turning into points.