**Game Ideas for Games Jam Thomas Simmons S176601**

Game Idea one:

A racing game where the player’s race on existing tracks like brands hatch and Silverstone and their goal is to win the race. The players chose an environment/ terrain to race on or let the sever chose for them. The player/s then choose what vehicle to race with and what weapon to attach to the vehicle. The players can choose either an offensive or defensive weapon to help them win the race. They will also have to consider the given or chosen terrain and see if that effects their vehicle too.

Game Idea two:

A vehicle based demolition derby game where the players have to compete on different terrains and destroy their opponent’s vehicles by any means without being destroyed themselves. After each derby the player can improve their vehicles statistics like strength and speed or make their car look pretty with some paint designs. The different terrains/ environments the players can vary and have effects on the vehicles. For example an snow and ice based arena would cause players without chain grip on their wheels will lose control frequently.

Game Idea three:

A tower defence game which is aimed towards young students in secondary school studying history. The players will have to answer 5 questions before starting a level based on what topic they’re studying e.g. jack the ripper or black history month. The players will then earn currency depending on how many answers they got correct or partly correct, to then spend on towers or upgrades for those towers. The player then plays the level to acquire more currency and score.

Game Idea four:

A catapult based game where the player has to launch healthy based food like salad and low fat products at different sized cartoon characters and help them lose weight. The players have to get the right height and momentum for the healthy food to reach these characters. The players have to be careful because there will be collapsible beams and unhealthy food the cartoon character can collect too and if they eat too much the player loses.

Game Idea five:

A tower defence based game where the player plays as anti-virus software installed on a desktops hard drive. The player has a variety of towers which have strengths and weaknesses much like an RPG. Also some towers will very week/ ineffective towards some viruses trying to get into the hard drives the player has to strategies which towers to use for any given level. All the different types of viruses have strengths and weaknesses too. The players can upgrade the stats of any tower at any given time rather than having to wait till the end of the level.

Game Idea six:

A bullet hell based game where the player has to collect the bullets shot by the enemies rather than shooting them back to collect points and has to use the environment to destroy the enemies. When it gets to the mid boss/ boss of the level the points then get converted into currency where the player can buy weapons to use against the boss. The environment doesn’t have to be space, it could be on a farm or in the sea/ ocean.

Game Idea seven:

A catapult based game where the player plays as an angry chicken on a farm who has to launch the eggs the farmers taken from the chickens back into the chicken’s home. The player has to be very precise with the catapult because the eggs don’t bounce so if the egg lands in the wrong place it is lost forever. If the player misses to much it will make too much noise and wake the farmer up causing the players character to be dinner the following morning.