Ashley Long – Game Ideas – S191597

**Game Ideas**

Tower building game – Think of Tower of Babel and Hearthstone merged into one game. Each player starts of by selecting a series of blocks which are used to build a tower each. Every block is unique because they have a variety of different stats attached to them:

* Health stat – amount of health the block has, if the block is hit by an attack stat of 3 then block losses 3 from total health stat.
* Attack stat – this stat applies to how much damage output can be given to another blocks health stat.

Every block also has a unique ability, such as:

* Can boost other blocks attack or health stat.
* Can deploy damage to opponents attacking block when destroyed

The goal of the game is to destroy the opponents tower first.

Platform rhythm game – The two players run a platform level that’s filled with death-defying obstacles. The playable characters run automatically across the level and the players cannot adjust the direction. The player must tap a sequence of patterns on the screen (quick time events) and if successful the player sees their character successfully move past the obstacle. The game starts of simple with easy quick time events, then as each player progresses the obstacles and QTE’s become more complex and difficult. The goal of the game is to reach the end of the level before their opponent. The game could include power-ups that make QTE’s easier (slowing down time, less taps to do), or power-ups that make the game more difficult for the opponent (faster QTE’s, more taps to do, longer QTE’s).