-GENRES AND THEIR CORE MECHANICS-

* Platform games
  + Movement, jumping, twitch
* Shooter games
  + Shooting opponents, reloading, aiming, moving + dodging, health
* Fighting games
  + Attack; punch, throw and kick, defence; block + dodge, combos
* Rhythm games
  + Timing, precision/accuracy (for hitting buttons at correct time)
* Action-adventure
  + Gathering items, exploring, puzzle-solving, movement, combat
* Adventure
  + Quests, puzzle-solving, gathering
* Role-playing
* Puzzle
  + Pattern recognition, logic, time limit, sequences
* Simulation
* Strategy
  + Unit placement/resource management, planning, turn-based
* Sports
* Racing
  + First to cross the line wins, acceleration, steering
* Idle gaming
  + Progress without interaction, simple action (tapping), currency

IDEA ONE: Platformer with no jumping

* Genre: Platformer
* Mechanic removed: Jumping
* New solutions
  + *Players must grow a beanstalk to the correct size in order to allow them to cross gaps between platforms*
  + *Length can either depend on the number of beans supplied to the planting patch or the amount of time the player waters the sprout for*
  + *If the beanstalk if too short, the player will fall to their death*
  + *If the beanstalk is too long, it will grow into the platform and make it break*
* Themes
  + *Based on stationery, players could hold to pull the length of pencil out of a pen pot until they think it is long enough*
  + *Players squeeze an icing bag to create a bridge and help a gingerbread man across gingerbread platforms*

IDEA TWO: Stealth game with no player movement

* Genre: Stealth
* Mechanic removed: Character movement
* New solution
  + *The player must manipulate the environment around them to stay hidden*
  + *The game features AI and works on a turn-based system where the player will move the environment and then the AI will take a turn to move*
  + *Could create some movement constraints based on testing*
  + *The game could also work in real-time, with AI/environment being moved constantly*
* Themes
  + *School and trying to avoid being caught skipping lessons*
  + *A mouse stealing different ingredients from a pantry and trying to avoid being caught by the owners*

IDEA THREE:

* Maze game where you cannot see but the player solves the puzzle using “echo location”
* Racing game where the car accelerates itself and you can only brake and steer
* Drag racing game where you shift gears by answering simple maths questions correctly