IDEAS

* Memory sequence game
  + a solution is displayed on a 5x5 grid for x amount of seconds
  + player must memorise the solution and recreate it on their own grid using a selection of items from an inventory
  + chronological sequence not necessary but layering order matters e.g. objects that occupy the same grid space must be layered properly but do not need to be laid in a specific order before/after an item that occupies another grid space
  + emotions; frustration (hard fun due to goals?)
  + matching? Sorting (because of object layering) memory? Pattern recognition?
  + disable option to print screen so that players can’t cheat
* Game inspired by ‘red light, green light’ playground game; player is a worm and must make it across the screen without being caught by bird of prey/frog
  + Player can move freely along dirt until a warning system is displayed around the frog/bird (motion lines for eg)
  + Can be obstacles such as stones that player must navigate around in addition to avoiding the enemy
    - Could include sabotage if you could place obstacles in front of your opponents - schadenfreude/frustration from your opponents
  + If still moving when predator turns around then they will be eaten and start again
  + Frog won’t need to move, animation can show tongue grabbing worm if eaten
  + Frog species can become more aggressive as game progresses
  + Could have multiplayer competition, e.g. 4 worms on race track and first to cross line is the winner
  + Twitch
* Matching game based on Noah’s Ark animals
  + Drag one of the animals to its pair so that they can board the ark
  + Time pressure? Water level may rise and players have to take into consideration the amount of time that it takes for an animal to make it to the ark from their current position
    - Tortoise is best to sort first whereas a cheetah should be sorted last based on how long it will take them to go to the ark
  + Can add a new animal for each level; maybe provide a fact sheet so that the player can determine whether the animal is fast or slow (educational element?)
* Memory game based on Tamagotchi corner shop – customer puts in an order and player must create it to match but cannot see order while creating the object, only before and when comparing at the end