***Game Ideas***

1. Shooter game where every gun is the same.

* Normal variety of weapons removed
* Every gun deals the standard damage, fires at standard speed
* 2D or 3D
* Clear levels to move on

1. FPS where headshots heal enemies

* Removes location damage and the urge to 1 shot opponents
* Skilled gameplay
* Other damage increased

1. Puzzle game where progress can be made anyway
2. Parkour game without running

* Alternate routes needed
* No momentum for big jumps

1. 2D space fighter with gravity?
2. 2D shooter without player guns

* Player must use room objects as weapons
* Clear rooms to progress