**Game Ideas**

1. I was thinking about switching the shooting core mechanic into a fighting mechanic. As an example, we have no bullets for pistol/gun but we can use them to punch the enemies.

2. Considering removing a jumping mechanic. Instead of it, I was thinking to add an infinite gravity using only up and down arrows to control the character. Adding a lot of obstacles will make the game really immersive.

3. Thinking about removing the hidden information mechanic from a card game. In this way, you do not have to think about what your opponent has in hand and what do you think he will do next.

4. A race game where you can not drive. Thinking about adding some puzzles and considering how fast did you do finish the puzzle, accelerate an amount of speed. Not sure what is the actually fun here because usually we play this kind of games because we drive. I really like the puzzle idea and maybe we can put it somewhere else, replacing another mechanic.

5. A game like temple run where your goal is to run, collect coins and prizes and avoid upcoming obstacles. I am thinking about removing the run mechanic and have the possibility to set traps.