Developed ideas

1. **Start as U-Boat proceed as plane in next level and then maybe as a car.**

Vehicle that fit in every environment

* What would the challenge be?
  + Fuel
  + Gotta drill underwater to gain oil (fuel)
  + MDG (environmentalists)
  + Most polluted vehicle, point is to destroy nature that makes the world «green»
    - Weapons
      * Toxic waste launcher (explosive barrels)
      * Own oil to fuel flame thrower
      * Oil launcher
    - Obstacles
      * Wind turbines
      * Solar panels
      * Water den
      * Trained animals, fish, birds, environmentalists
  + You are playing as the bad guy
  + Yggdrasil boss
  + MGD leader boss

1. **Switch dimensions/worlds 2D platformer**

* Play as a slime
* Can jump and bounce to destroy walls
* Is sticky and can stick on walls
* Use momentum to deal damage.

1. **Ghetto simulator**

* Start with crappy apartment
* Certain missions to gain money, and you have to protect you home because rival gangs will try to take you out.
* Money for food and weapons for home defense
* Goal: Will try to push you to do more and more criminal tasks, become head of mafia or try to get out of the ghetto life through f. ex a 9-5 job. But going the nicer path will be more difficult.

1. **Robbery/thief simulator**

* Different entries have different challenges, and has different outcomes
* Get partners, and give them tasks to do what you please
* Rob owner of the bank to get blueprint to get a better view of the bank
  + Cameras, guards and other opportunities
  + Timer if you alert people
  + Start small and as you upgrade and get more money you get bigger challenges and bigger outcomes of the robbery. Upgrade loop
  + Fort Knox as the last raid

1. **Super chess, you start as kings and can produce pawns. Can put down walls and traps**

* Start in each corner with walls and a king
* Pawn can kill diagonal but can move in every direction except diagonal
* 1 gold each turn regardless, 1 mine 5 gold, and you get 10 for having 2.
* Can have own pieces to protect farm f. ex
* Can build farms gold 1, and the only way to obtain a farm is through pawns. Takes 1 turn.
  + Pawns: peasant, bishop, knight,
  + Other persons castle is not visible for the other player, unless you move a unit close enough to the castle.
  + Bishop can move in any direction but can move further diagonally. Has to move straight into castles not diagonally
    - Prices for pawns
      * Pawn: 10
      * Bishop: 15
      * Rook: 20
      * Knight: 30

Barracks: to produce other chess pieces like knights, rook or bishop.

Add forest, mountains, water to give the players a pleasing and immersive environment to play in.

Buildings:

Does not take a turn to build, however it takes a certain amount of turns to build to use.

Red indicator under a chess piece to inform the player that it can be attacked. Green indicators mean that you can attack a player.

1. **Death Run**

* One controls the world, and one controls the player
* Can control the weather detonate traps that are in the map, and spawn enemies to give the player a challenge.
* Player tries to avoid the challenges that the “god” throws at him
* Player can attack and can also get a super ability
* After gaining or killing a certain amount of something, he will get a super ability.
* Play as a ball can use a powerful dash to do damage. Can also double jump.

Jumping and using the dash does more damage.