Ideas for group game:

1. Falling game where you have to dodge obstacles

2. Collectibles increase score

3. If you hit an enemy you die

4. If you hit a spike/bomb you take points from the score

5. Shooting to kill enemies

6. Every few seconds you last you get some points

7. Different collectibles give you different amounts of points

Kyle wrote:

We want to make a game that involves the player falling, wether it be on a parachute or something we don't yet know. The longer the player falls, the bigger the score gets, say for every 1 second of falling, the player gains 10 points. There will be eneimes and collectibles in the players path, the enimes will obiously harm the player, whether or not it deals damage, taking a life or ending the game there and then we are uncertain. The collectibles will increase the score of the player, and or take score away from them.