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Game Design Ideas

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8 cards

Obstacle course game where finishing first is important

SB-6

Bombs to move fast and to jump

SB-5

A game where you travel between similar worlds but things from the other world dont effect you

SB-7

Coloring the world to make it better. It'll make platforms and whatnot

SB-8

Your a bouncing ball and you try to bump characters off to beat them.

SB-9

Negative space game where you try to manipulate a hoard to move objects

SB-10

Game where you fall off of the edge to damage enemies and get to higher places

SB-11

A game where you transform into different assests to move around the world

SB-12

Add a card