

# **Concepts : 50 Ideas**

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1. Visual experience where the user can interact with words coming through the screen (destroyed them, moved them, etc..).
2. Sci-Fi platform game where the gravity of the player is changing depending on the environment that surrounds him.
3. Boss fight game where the player needs to beat a series of original bosses (the style of fight will be like a 2D platformer).
4. Space invaders like games. Difficult shooting game where the player controls a little spaceship and need to defend himself from enemies' spaceship.
5. Impossible platform game where the player needs to go through levels with one life (kind of a frustrating game).
6. Decision game where the player will need to choose the path he wants to go in. The game can have a multitude of ending possibilities.
7. Poetic game where the player explores an unknown environment (a sea? A planet? Forest?).
8. Interactive experience demonstrating an infographic data on a current issue in the world (climate, privacy...).
9. Kind of Tetris game, but revisited. Using geometrical patterns and colourful shapes (a time killer game).
10. Little game where the player takes the command of a train and accelerates, decelerates, picks up people and travels.
11. Series of silly little game happening really fast and the player needs to score the most point. The little game is chosen randomly each play session.
12. Game where the player needs to make his path through a maze full of obstacles (in 3D would be nice, but no experience in 3D for now).
13. A rip-off of the sadly famous E.T. on Atari. Making a kind of game that has no goal and no direction.

14. Interactive experience where the computer tries to communicate with the player. Making the computer a character.
15. Something that looked like a normal and naive platform game but suddenly the player is stuck in a glitch and falls in the computer system where everything is darker and evil.
16. Music maker software that the user interact with, to create song and rhythm patterns through nice interface.
17. Platform game in 2D where the player controls a slime character that can stick to the walls, roof and defy gravity.
18. Interactive experience where the user has to navigate in a submarine under water to discover mysteries.
19. Gymnastic game where the player has to make some approbations in the air before landing on two feet. The control is difficult and the player on the screen act like if he's made of jelly.
20. I don't know in what environment it can be used, but I see a character based on music that moves on the beat and have special abilities linked to music.
21. Interactive experience based on classical music where the user has to keep the song on a tune by following instructions.
22. Little game where the player is sleeping and have to stay asleep as long as possible. Environment around the player will try to wake him up.
23. Racing games in a spaceship (maybe in 2D with a view from the top) that can be played at two players.
24. Use a song to mix it with an animation/game that the user can interact with and have a poetic sense to it.
25. Riddle game where the player has to make through a series of challenges that are focused on visual problems.
26. A "flip the bottle" game with many levels where the surface makes it difficult to realize a perfect bottle flip.
27. Skydiving game where the player has to land on a target. The target is moving and some obstacles are in the sky.
28. Make a fake Windows/Mac interface where the user can try different "app" in the OS.

29. Simulation game where the player needs to control the traffic over a little city by controlling the lights and other things so the circulation remains fluid.
30. Clunky cowboy first-person shooter in the far west. The graphics would be semi 3D, like the first DOOM maybe...
31. Adventure games like a Zelda game (from the NES), where player goes to one screen to another and have an exploration field.
32. Interactive experience that is a tribute to a popular artist. The interaction will be like a mini-game over the art of that artist.
33. Escrime game where two players are fighting against, but the whole fight is happening on the trampoline, making movement difficult and stunt possible.
34. A game where the player controls a judge and needs to make the final decision (guilty or not guilty) over different cases.
35. Playing a game in a game. Making some "gameception". Techniquely, you play a little game inside another little game.
36. A roller coaster game where you need to change the speed of the train to make jump and loops, but you need to keep the train on ride.
37. A time killer game where the player needs to avoid a collision with other geometric shapes on the screen.
38. Create a character that the user can interact with. Maybe by asking him some question or interacting with the environment around the character.
39. Interactive experience where the mouse of the user is tired of his command and became more and more independent.
40. Little game where the player is an elevator valet. The control or up or down, but the player needs to drop clients at their asking floors.
41. A game where the player is a boss game and need to defeat every non-player who keeps trying to destroy him. Even if the non-player dies, he keeps respawning (like usual game). The boss becomes tire and dies at the end (even if the player worked really hard to keep him alive).
42. Ski game where the player goes down (in 2D) a difficult trail full of obstacles. The player needs to arrive at the end of the least time possible.
43. Point and click game where the player needs to solve a mystery in an old and strange manner.

44. A little game where the player needs to build furniture (like a desk or something). He got instruction and pieces and have to put everything together.
45. Helicopter landing game. Where the player needs to land on different buildings or landscape without a crash.
46. Little game where the player incarnate Bacchus as he tries to stab Cesar. But he must be careful not to get caught before the act is done.
47. Creation of a little game in 3D isometric where the player controls an airplane and have to tilt his vehicle to pass through a hole in a series of walls.
48. Exploration experience in a kind of Tron universe inside the computer and with a touch of 80's style.
49. Interactive experience where you shoot from earth satellites that go into orbit around the planet.
50. Adventure games with only geometrical aspect and style. You control a dot into a labyrinth full of enemies (that can be triangles) and must acquire keys and stuff to go through the end of the game.