**Game Concept Brainstorming**

**Main Themes/Gimmicks**

* Jumping
* Dodging
* Memorizing
* Building
* Shooting
* Defending
* Conserving
* Climbing
* Digging
* Fighting

**\*FREE brainstorming:\* Climbing, building, animals**

**Goals**:

Building a cage that fits, and accommodates different types of animals

Uses mainly fencing (more complex: multi-leveled)

Go from one point of the screen to another, manipulating physical obstacles

Go from one point of the screen, around the screen gathering animals, returning them to start.

Herding animals into the proper cage\*

Starting at a point, all animals are awry.

Maneuvering through zoo cages without being detected\*

For simplicity: simply avoiding trip wires, hidden noise makers, getting too close to things

Could include physical objects needed to escape

Level format: you must escape a zoo going through cages of different species of animals along the way. These animals behave differently and pose different challenges.

Obstacles: animals, time, traps.

Up scroller:

Climbing a tree, branches off with different necessities/powerups.

Obstacles: die if touch bottom of screen. Obstacles on branches, hunger

**Obstacles**:

Animal behavior/relation to other animals/species to species interaction

Physical obstacles blocking your and/or animals movement

Physical obstacles that need to be manipulated to allow animals to move