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Cart 353

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Concepts: 50 Ideas

1. A forest survival that simulates survival and teaches necessary knowledge.
2. An ocean survival game that simulates survival and teaches necessary knowledge.
3. A classic RPG game that explores different type of music.
4. A color puzzle that teaches colors such color complimentary and others.
5. A classic RPG game where the player needs to be friends with the monster instead of killing them.
6. A top view driving simulation game teaches how to read signs and to drive.
7. A Hang Man type of game that uses sound notes instead of letter.
8. A memory game that uses notes and/or sounds.
9. A logic game where the player flips switches to flow the current from point A to point B.
10. An "Escape the Room" game that uses puzzle and logic mechanics.
11. A snake game using letter a food and the players must create a sentence.
12. A competitive two players Snake game where the players collect appropriate letters to answer the riddle question.
13. An interactive sound synthesis that allows the user to construct its own tune.
14. An application that accepts inputs and generates as "Quest"
15. A wearable tech that tracks step and use it to feed a virtual plant or animal.
16. A text base RPG where the user can type keywords and use commands to progress in the story.
17. An online group game where the group of player are challenge to solve a mystery by sharing information.
18. A collection game where the player moves around using the phone to track the items.
19. A defense tower where the player types the black words to create a wall against invaders.
20. A territorial conquest game and defense tower type of game that teaches resource management and battle strategies.
21. An adventure RPG game where the player goes in adventure to fight negative emotion (personified character) and discovers positive things in life.
22. An interactive music piece that capture a user face or an image to manipulate it according to the soundtrack.
23. An application that coverts the images into soundscape.
24. An application in which users create a fictional character/monster and could interact, socialize, and battle with other users.
25. A camera motion sensor that captures the gesture, draws it on a canvas, and plays the sound depends where it is drawn in the canvas.

26. An interactive music piece that plays specific music and changes visual display according to the user's mood.
27. A wearable tech that takes the user's heartbeat and play a soothing immersive soundscape music that a goes according to the heartbeat.
28. A virtual classroom simulation game in which the player's focus and concentration is tested by distracting the player with things such as cell phone.
29. An immersive music with video that allows user to relax and to relief stress.
30. A virtual reality game that tests player's courage through virtual scare situations and events (not some kind of jump scare type of situation).
31. A tracker that takes the user steps, locations, and distances walk and transforms into an abstract music-video piece.
32. An application that collects new encounter vocabulary by the user and generates a daily guessing word by its definition to remind the user.
33. A group turn-base RPG game that utilizes teamwork and skills choice to beat the game.
34. Weather forecast application that creates a real time simulation and gives an option to select other time.
35. A constructed physical beat pad that lets the user programs, modifies, plays, and saves beats.
36. An ecosystem environment with integrated sound that lets user sets their behavior.
37. An interactive music video that allows user interacts along.
38. An interactive cooking simulation that show and teach the user to cook a list of food.
39. A mining and collection game that teaches the user about geology.
40. A tap the object game that tests user's concentration and reflex.
41. A 2D type of Mine Craft that lets the users builds his own virtual 2D world and shares the templates online so other people can load it.
42. Two wearable techs with GPS sensor and heartbeat sensor that allows the two users feel each other in the distance.
43. A real time treasure hunter game using GPS location and generate a reward at specific location.
44. A "To do list" application that rewards the user upon completion.
45. A runner and collection game where the user learns about the nutritional effect of the fruits and vegetable upon acquiring it.
46. A fishing simulator game that tests user's patience and promotes calmness.
47. A crafting game that uses the elements of periodic table to create an item.
48. A dynamic virtual reality audio-video experience that lets the user submerges in a train voyage.
49. A space exploration game where the planets and stars are computer generated.
50. Two players jump puzzle in which users maneuver the character skill across the obstacles to get to the top.