so add anything you think fits on the Idea and v	we will vote on each respectivelly						
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				Vote (1-10)			
							Additions
Merge Ideas	Ideas	Czar	David	Kyron	Miguel	total points	(How can we make the game Fun and interesting?)
	Maze' (player control walls/challenges?)(other controls character) player must trave through different rooms/cells and complete certain challenges?) (18)						
		4	5	4		5	(Alt + Enter for a new line) 1. challenges ca be urvival ased where you dodge different ostacles for 10 seconds 2.Co-op or competetive 18 3. players switch roles each level
							1.If you bounce the bullet and it hits a target that appears sometimes, more bullets fly at your opponent
	Bullets flying at you, block them with your hand (leap?- bounce the						sometimes barriers appear(makes it hard for both players) s. bullets bounce a limited amount of times before they damage whichever side they are on
nerge with bomb pass game?	bullets back at the opponent?) (23)	8	4	6		5	23 can merge with the table tennis idea, have the bullets bounce back and forth between 2 players
	Pool like game with many players, all assigned different ball colors(12)	3	3	2		4	12
Ale the annual plant and a stage field a	1 our like game with many players, all assigned different ball colors(12)	J	,			4	
with the game about collecting stars/being able to take them away from other players?	Floor dissapears, things falling from above(28) 1.munipayer, one piayer draws other piayer guess (3D), if no one	6	9	7		6	floor dissapears, tiles fall one by one until there is one left(3D) player who survives longest gets 28 point for that round, later(2D) it is a free fall game where you dodge objects while falling,
	guesses correctly the artist has to do a challenge(14)	3	2	4		5	19
	Starts with a big ball in a room, the goal is to escape the room but the ball is to big to exit, in order to exit you must decrease your size by collecting items, but if you collect too many you will die, and if your oppent runs over you while you are smaller you die. first to exit the room						
	wins(29)	7	9	7		9	3 <mark>2</mark>
	shooting things with bow and arrow, levels get harder through moving targets.(3D can have static targets) and 2D can have moving targets(18)	6	3	5		4	18
	you are a character that has to reach the other end of the screen while avoiding obstacles such as spikes - 2D can be like a top view - 3D can						
	be a first or third person view(23) lengnt and snape platforms to help	7	5	5		6	Dullets try during the level too as an added challenge
erge with spikes idea eventually(?) Illets fly during the level too as an added challe	the character manuver through the environment and prevent it from	7	10	8			A dinosaur that's a pirate goes from a treasure island back to his shippossibly avoding cannons from 33. Platforms rise to the character instead of having them pop up and then dissappear.
unets ny during the level too as an added challe		/	10	0		0	3. Platforms rise to the character instead of having them pop up and then dissappear
erge with star collecting idea	The Player(s) is a star that destroys planets. The more planets that a player destroys, the higher their points. Other players can attack each of	6	9	8		7	30
. 0	5						