1. Mobile underwater Tetris/Frogger

A variety of objects fall from the top of the screen to the bottom of the screen. They are different colors. The goal is to put them in a bucket at the bottom of the screen that has the same color and accrue points from that. There are up to five bucket at the bottom on the screen with widths between 1 and 5 units. If an object goes in a bucket that is the wrong color, it is negative points.

Mechanics: user tilts the screen to guide the objects to the target bucket. The game will simulate underwater motion, with buoyancy and fluid inertia.

Objects: the objects will be five different colors: red, blue, green, yellow, and purple. They will also represent different real world items such as an anchor, a shell, etc. These objects will therefore have different mass densities and will move in the water differently according to their physics.

Obstacles: As the object moves down the screen, obstacles may appear. These obstacles include a stationary mine that explodes and ends the game, a simple platform that moves horizontally across the screen that carries the object away if the object lands on it and if the user does not move the object off it. A fish that moves horizontally across the screen that irretrievably captures one object on contact. An octopus that moves horizontally across the screen that irretrievably captures all objects it contacts.

Levels: start out simple with no obstacles and few objects so player gets used to motion of the falling objects and the tilt control.

Introduce horizontally moving objects

Vary the buckets arrangement on the bottom

Introduce mines

Increase frequency of spawning objects

To pass level, must get above a specified score

2. Racing game: on beach, sand – in water

3. platformer: but instead of platforms it’s rickety rope bridges and latters

4. Crayon Physics: make a 3D one for PC? Goal of each level is to have ball contact star. Build a bunch of objects to accomplish that task:

objects have fulcrums, levers, gears, fall under gravity

object design: 2x4 planks of wood, rusted metal gears and fulcrums, glue? basically copy what you would see in a barn

use mouse to click and drag to form object.

Use space to bring up object menu (comes up on the side) and arrow keys to select between objects, use enter to select object, and enter again (when menu is not up) to start machine.

Example of some game play: say ball is on a platform (2x4) but is not centered on that platform. You can add a fulcrum under the platform and it will tilt in the direction of the ball and the ball will roll off.

Use mouse + alt key to swivel camera view as you would in unity or Maya

Can have multiple targets and don’t want to loose the ball.

5. Some sort of music game? Like DDR? Tetris with tweets

6. boardgame?

First person shooter: