# LD #34 Ideas

* Themes :

1) 2-button controls

2) Growing

* Maybe a platformer without jumping would be cool?
* 2 keys can be : “walk right” and “shoot” or smth like that
* Auto-walk maybe ? It frees a slot
* Then maybe you’re autowalking to the right, you can shoot and teleport??
* Maybe shoot can be like an “action button” – you gather powerups that change what it does.
* Enemies?
* Goals?

– Reach the end?

* Style : minimalistic probably, I wanna make a game full of black/white squares with color SFX :D
* RNG monster/powerups?

**TODO:**

~~1) Background~~

2) Bullet

3) Enemy