

# Game Ideas

- Navajo WindTalkers
- Fox/Wolf losing his home and human impact
- Pick your god game (TOO BIG) (NOT BIG ENOUGH)
- The sims but plants taking back an abandoned city
- Child's toy cleaning up a child's room
- Management games
- Heat transfer puzzle
- Chameleon hiding games
- Physics-Based Puzzle
- Tree Growing/Management (Puzzle maybe)
- **Mechanics we like:**
  - Painting? (Prolly not but the idea is there)
  - Don't touch the ground
  - FPS?
  - Split Screen, couch co-op
  - Keep Talking and Nobody Explodes type games
  - Sight based Red Light Green Light
    - Stealth couch co-op games
    - Flashlight screen dark, other player bright, game music changes volume as players get closer, flashlight on blinds the ghost
    - Bird?
  - Flight
    - Dogfighting (the plane kind)
    - Birds doing bird stuff
- **Avoid!**
  - Point and Click
  - High-Key Narrative
  - A whole lotta character/animation work
  - Overcooked Clone
  - Networking (Avoid in prototype, maybe in full production)
  - Racing

## Game Ideas:

- Chameleon Hiding game
  - Two player, networked eventually
  - One is Chameleon, hiding in the environment
  - Other is a bird, hunting for the Chameleon
  - Chameleon wins by eating enough food
  - Bird wins by killing Chameleon
- Ghost Hunt
  - Two players, split screen, eventually networked, one ghost and one human
  - Human needs to gather key parts to get out of a house
  - Ghost needs to tag the human (3 times?) to win
  - Human has a flashlight which stalls ghost, but can't see when flashlight is off
- Clean up the child's room
  - Single player, controller
  - Play as a toy
  - Clean up XX% of items
  - Freeze when Mom enters room/Kid comes home
  - Dust Bunny enemies
  - Motivation? Who knows
- DogFighting
  - 2-player
  - Split screen
  - Different projectiles
  - Health based