

Global Game Jam 2025 Ideas

Important Shit

- Theme is bubble.

Modifiers

Old school

Your game's control scheme would fit onto a 1980s joystick (d-pad + 1 button) or paddle (analogue left/right + 1 button)

Easy-read

Ensure all text in your game is large, in a clear sans-serif font, and on plain high contrast backgrounds.

Y2K

It has been 25 years since the start of this new millennium. Celebrate it by implementing any early 2000s / late 90s aesthetics such as Y2K Futurism, **Frutiger Aero**, Metalheart, etc.

Easy-read

Ensure all text in your game is large, in a clear sans-serif font, and on plain high contrast backgrounds.

Ideas.

Idea 1.

Elevator Pitch.

My game is a scuba cat who dives deep into the ocean to rescue trapped kittens while managing oxygen intake.

Controls

WASD/D-Pad/Left Analog Stick: Move.

Left Mouse/A Button: Grab.

Resources.

The player has an oxygen meter that depletes while the player is in the ocean.

Gameplay Loop.

