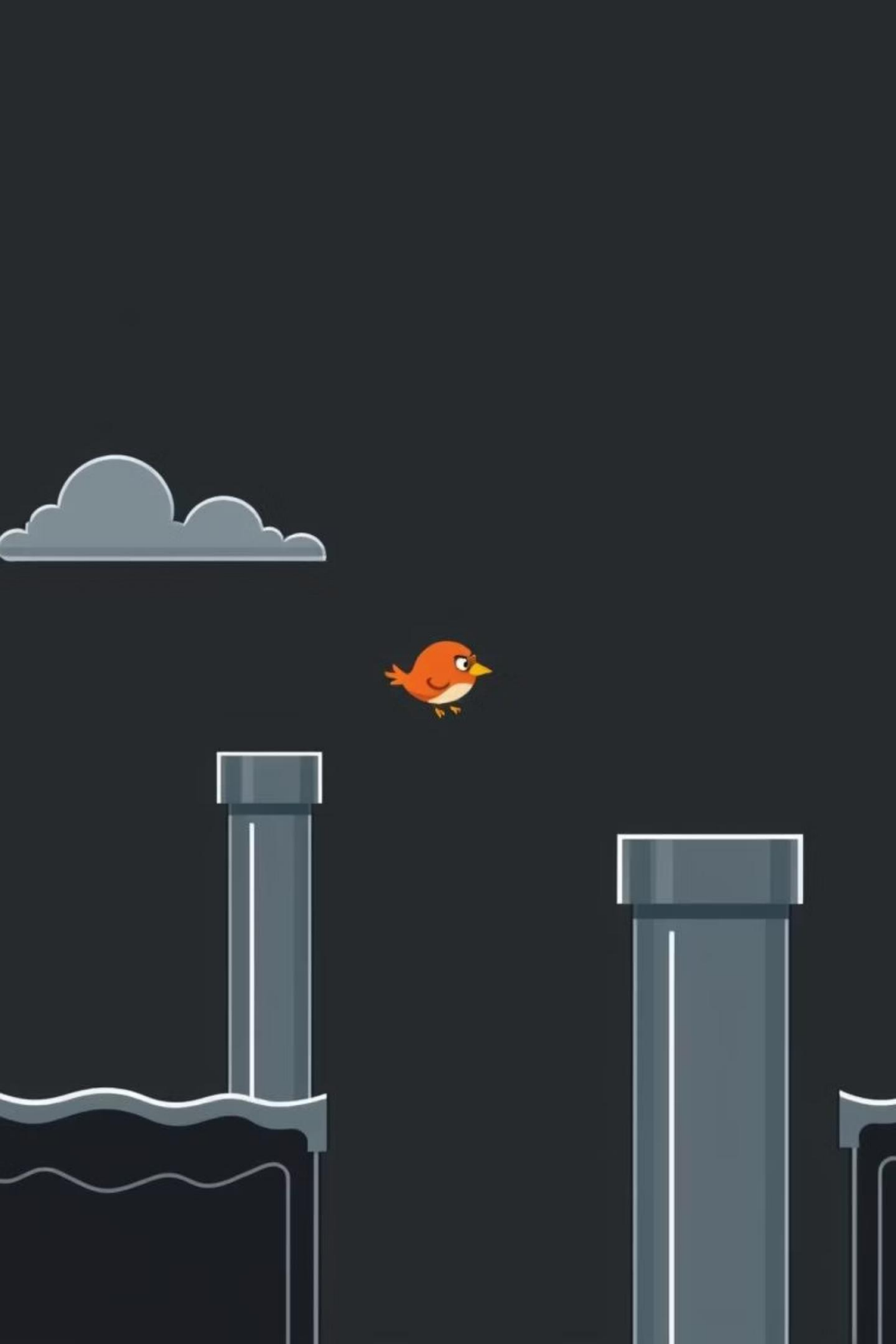# Game Jam Theme: ONE BUTTON

Build a game using only one button for all controls–press, hold, release for depth. Focus on elegant simplicity and emergent fun.

◆ by ACM GIK Chapter

One Button Inputs: Timing Variations

Press

Instant actions like jump, shoot, or toggle.

Release

Trigger an explosive burst, throw, or rewind action.

Hold

Charge power, continuous fire, or speed boost.

Rhythm

Precise timing for combos and patterns.

Layer depth from a SINGLE input!

Core Mechanics: Auto-Runner Base
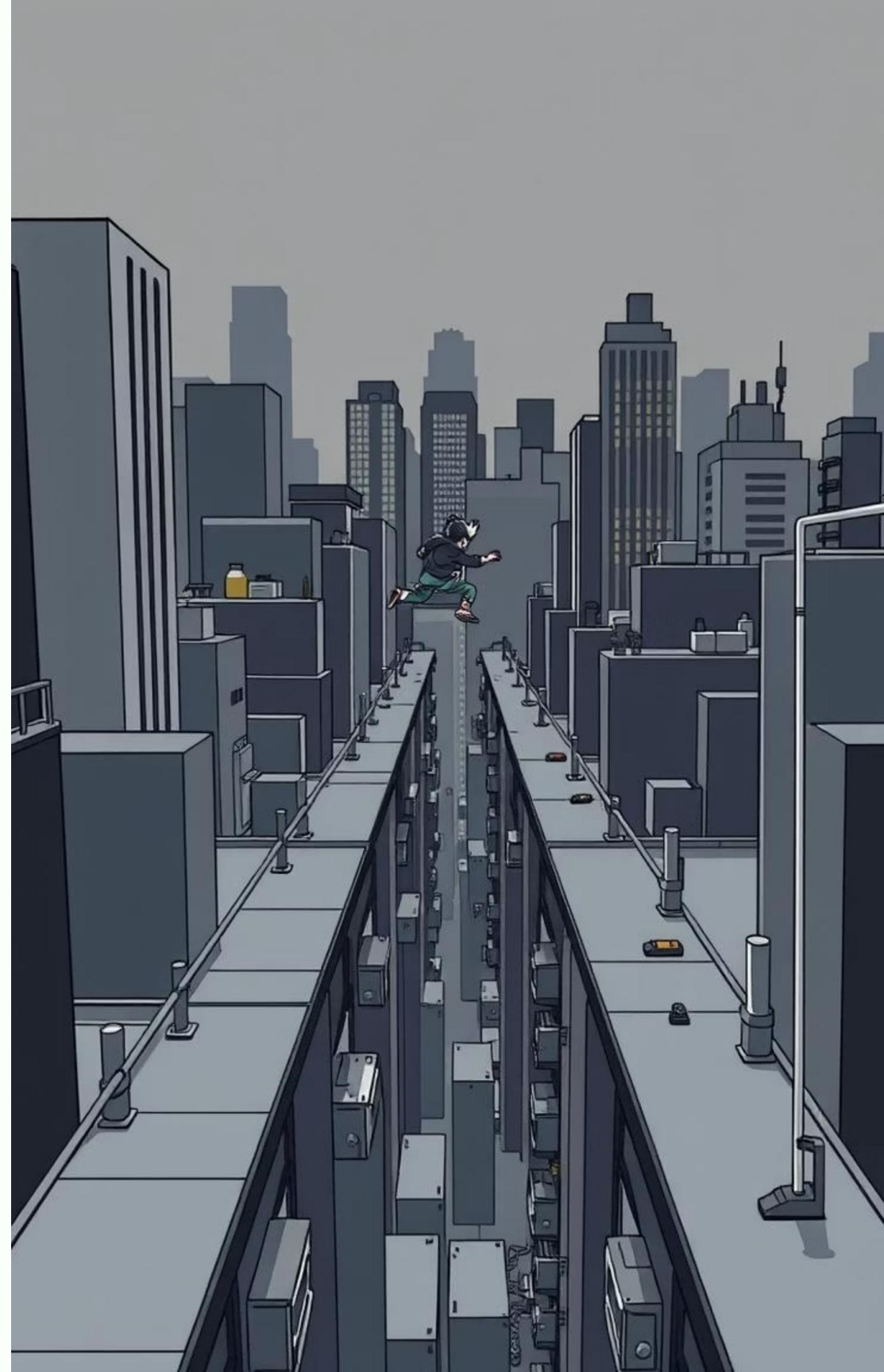
Always-forward movement

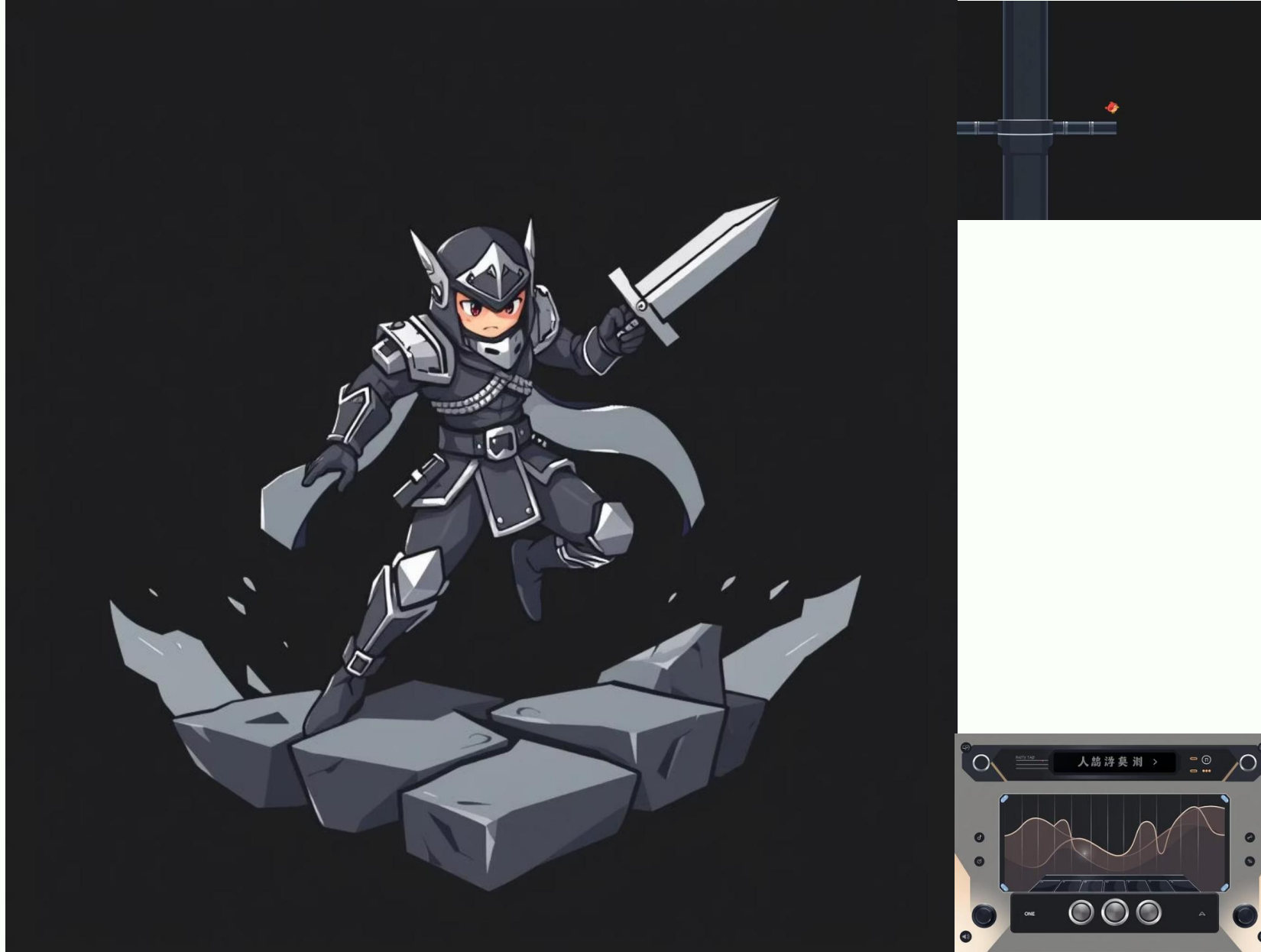The button adds vertical or flip actions to the continuous motion.

Emergent Depth

Combo chains from sequences and procedural levels for high replayability.
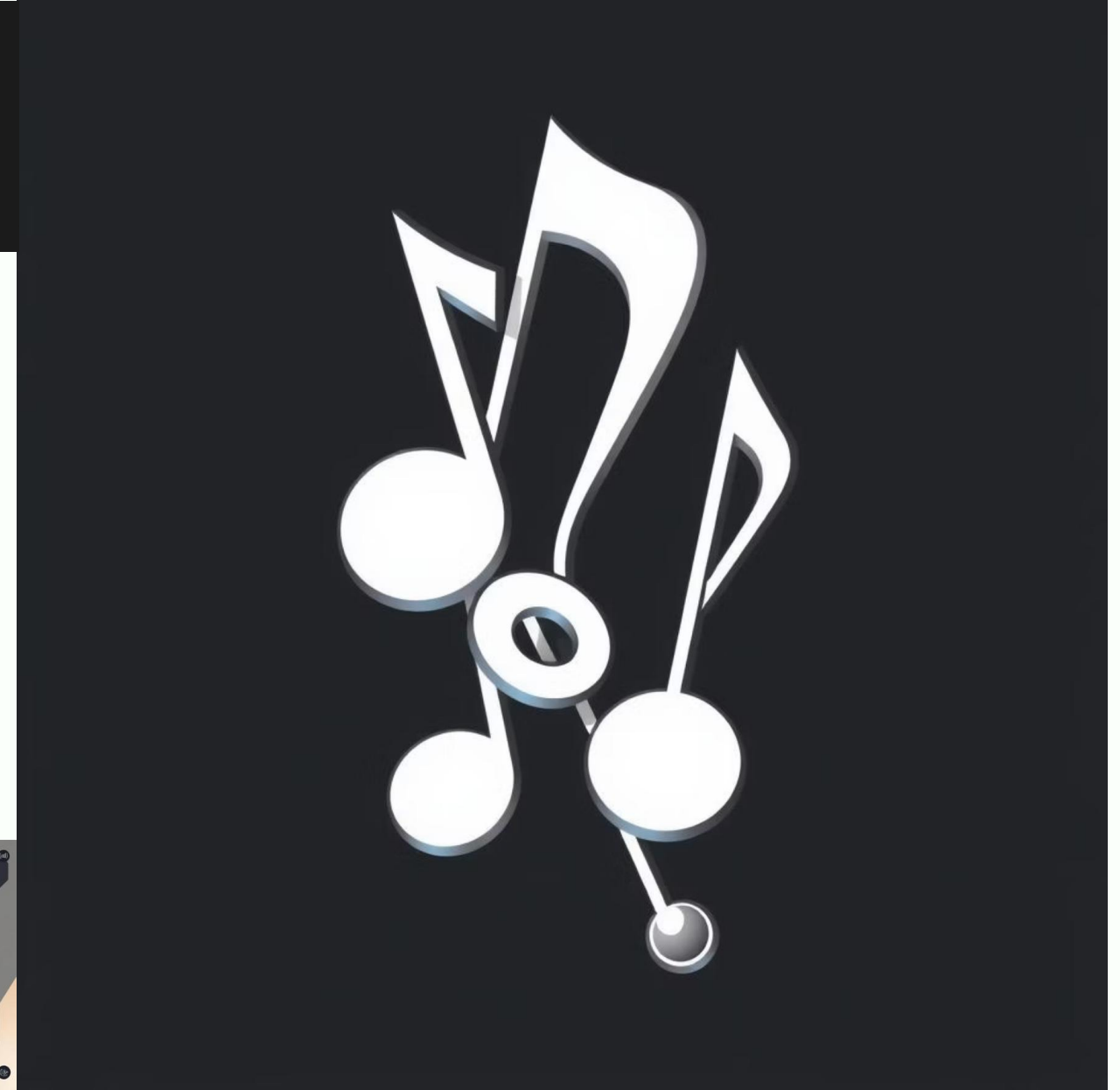
Simplicity breeds addiction!

Gameplay Variations: Any Genre, One Button!

Action Platformer

Tap to jump or dodge in endless runners. Hold to glide or smash obstacles.
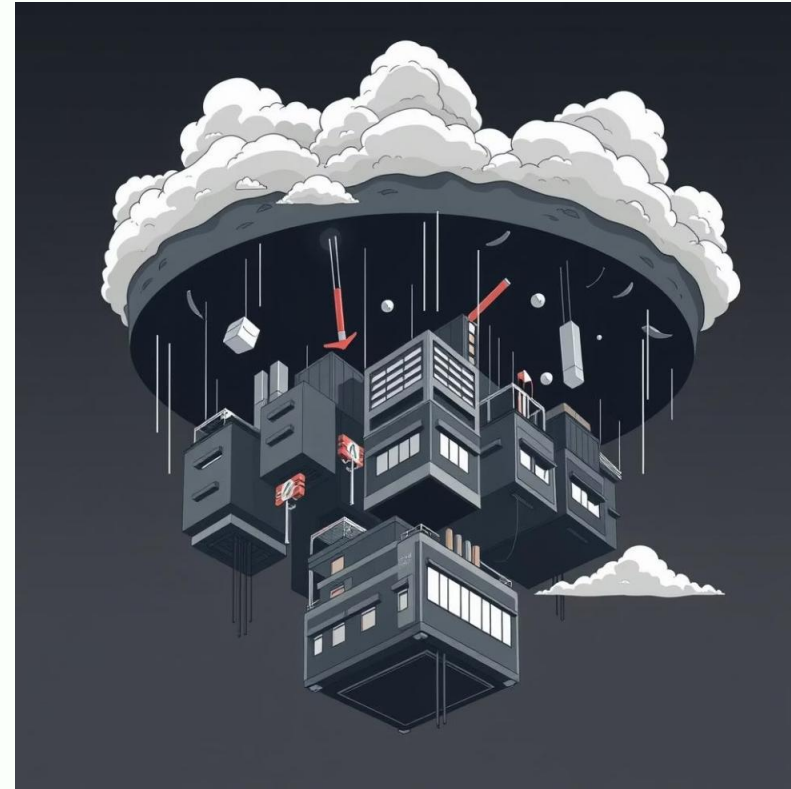
Rhythm & Puzzle

Sync presses to beats or patterns. Swap states (light/dark) on release.

Creative Twists: Subvert Expectations
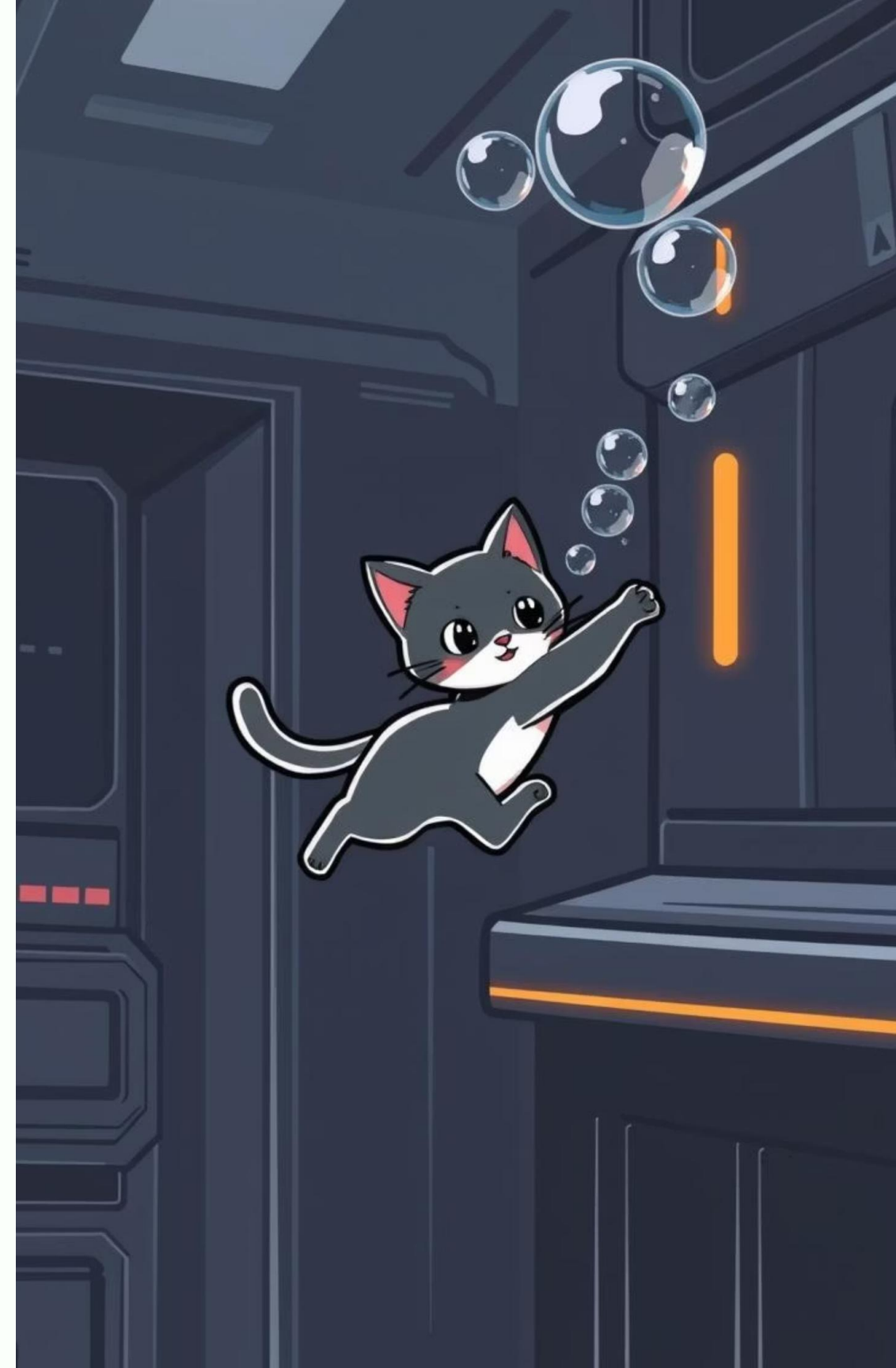

Player Twists

Mid-game, the button swaps player/enemy roles. Narrative choices via timing fails.

Mechanic Flips

Reverse gravity on hold. The button "charges" world changes.

🗒 Subvert expectations with timing!

Key Considerations for Your Game

Accessibility

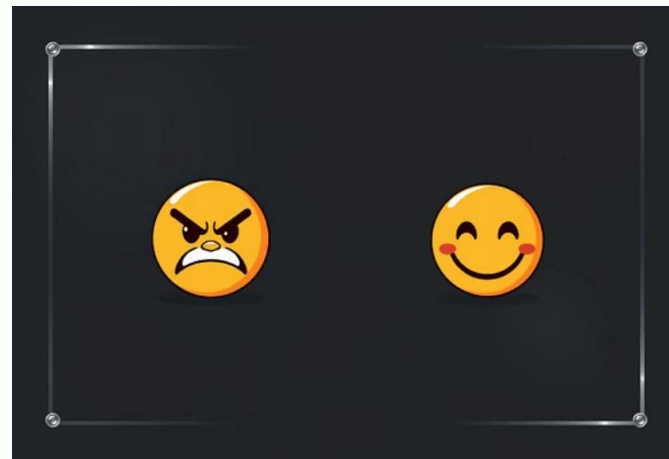Ensure your simple game is inclusive and enjoyable for all players.

Depth & Balance

Timing creates mastery; avoid frustration and add satisfying feedback.

Originality

Innovate with unique combos and world reactions within your chosen genre.

Examples: Get Inspired!

Flappy Bird

Tap to flap through pipes.

Canabalt

Tap to jump across roofs.

A Dance of Fire and Ice

Rhythm-based tile tapping.

One Button Dungeon

Explore and dodge with taps.

Get inspired–build YOURS in 15 hours!