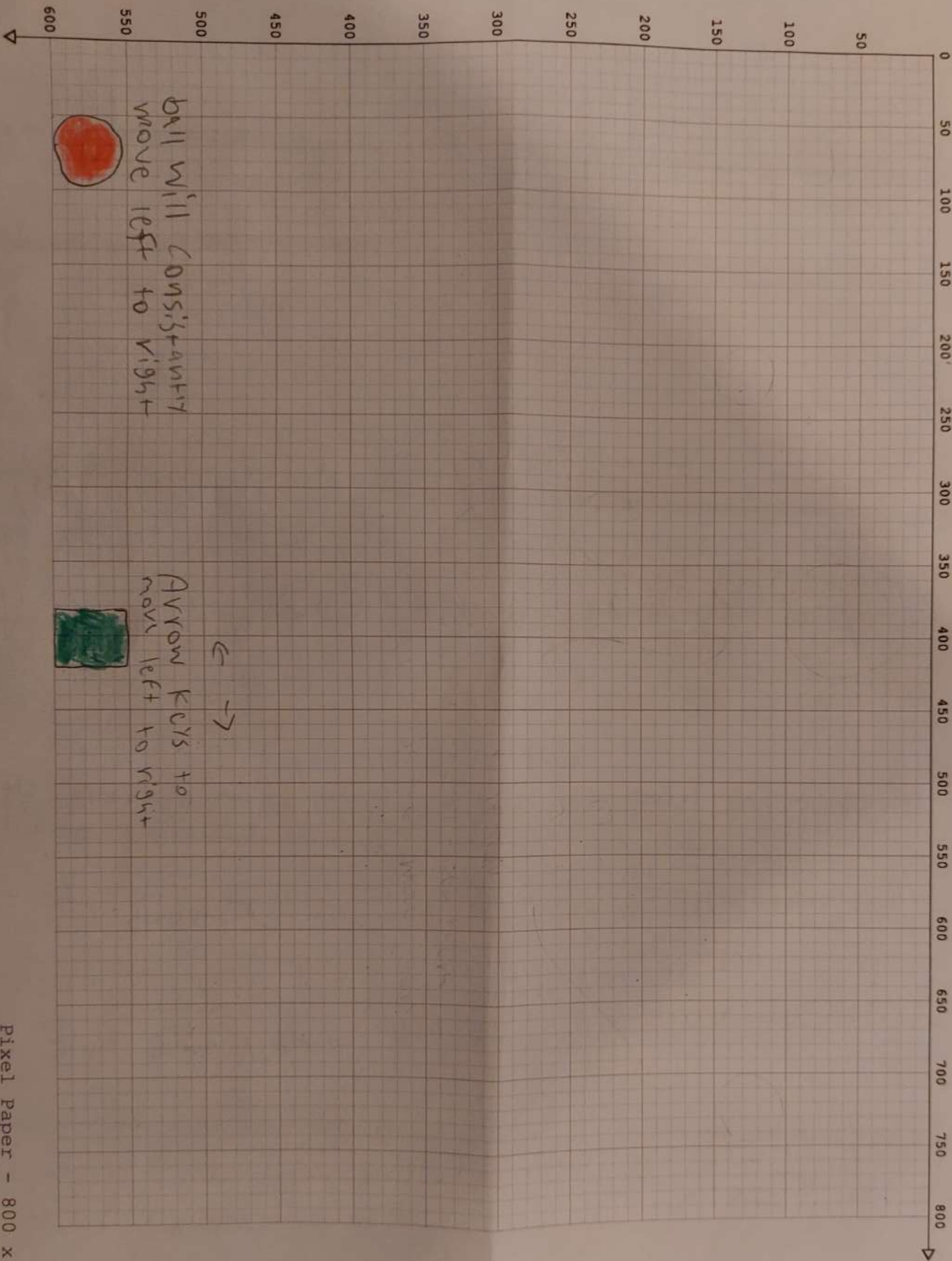


TIM




Tim

possible game ideas:

1. Circle avoider - You play as a square that moves left/right avoiding random sized circles that fall down.
2. Dino game ripoff - You play as a circle avoiding obstacles that come towards you.
3. 2D Shooter - You play as a circle that can fire bullets at enemies
4. Don't touch - as long as you don't touch left/rights you'll be fine.

finalized game = Jump the Circle

You play as a dark green square constantly avoiding and jumping from a red circle
that might be included

stuff  include:

- slowly increasing jump height / circle radius
- background text stuff (philosophical stuff, funny stories, etc)