# Brainstorming Ideas

# Theme: “Dreams”

## 2D Platforming game

Guy in IKEA type store

In the bed section, sleeps on the beds

Each bed = level

Multiple levels, short levels

1 minute timer for each level

Clouds

Platforming in the sky

Shows time after each level

At the end 🡪 displays full score (time)

Walljump

## Tasks

1. Movement (Character control)
2. Obstacles (Obstacle movement)
3. Level creation (Designing the levels)
4. UI (Menus to navigate)
5. UX (Sleep bar)

## Final ideas