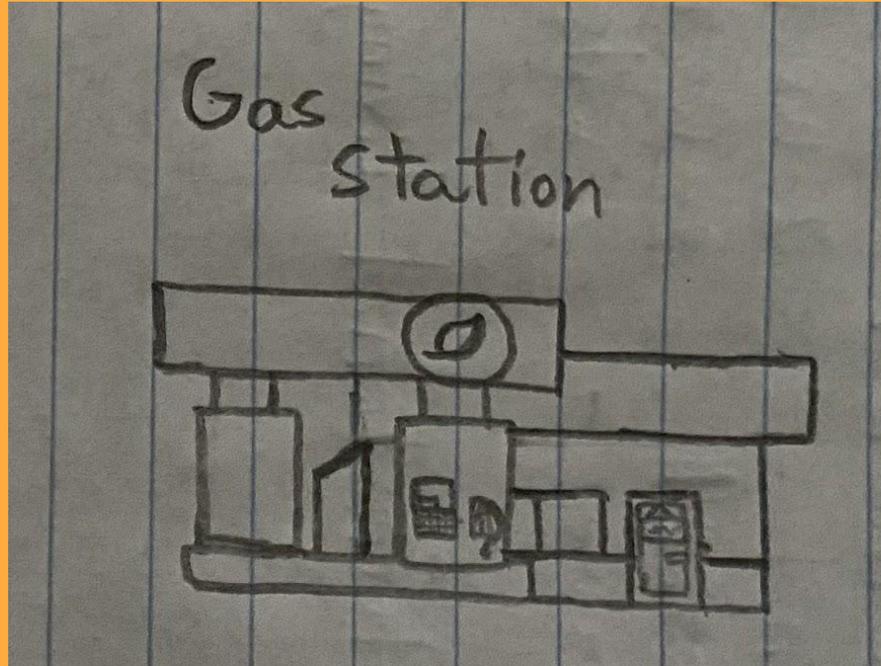
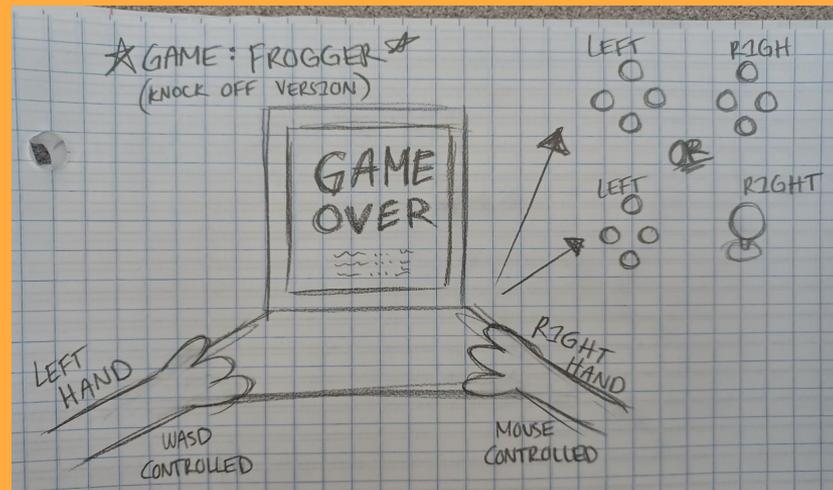
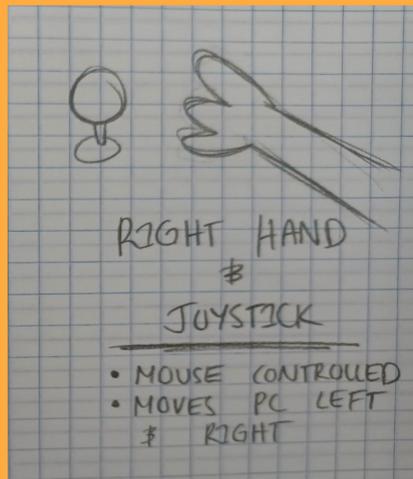
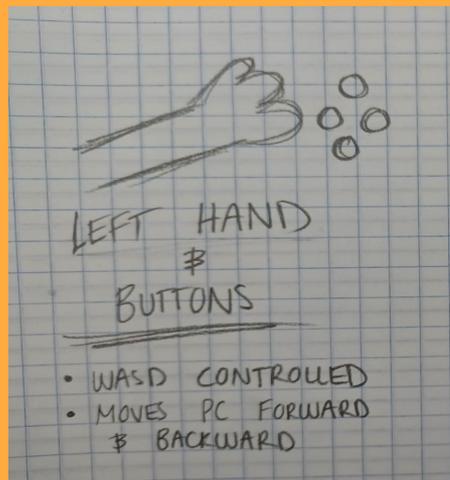


# Gas Station



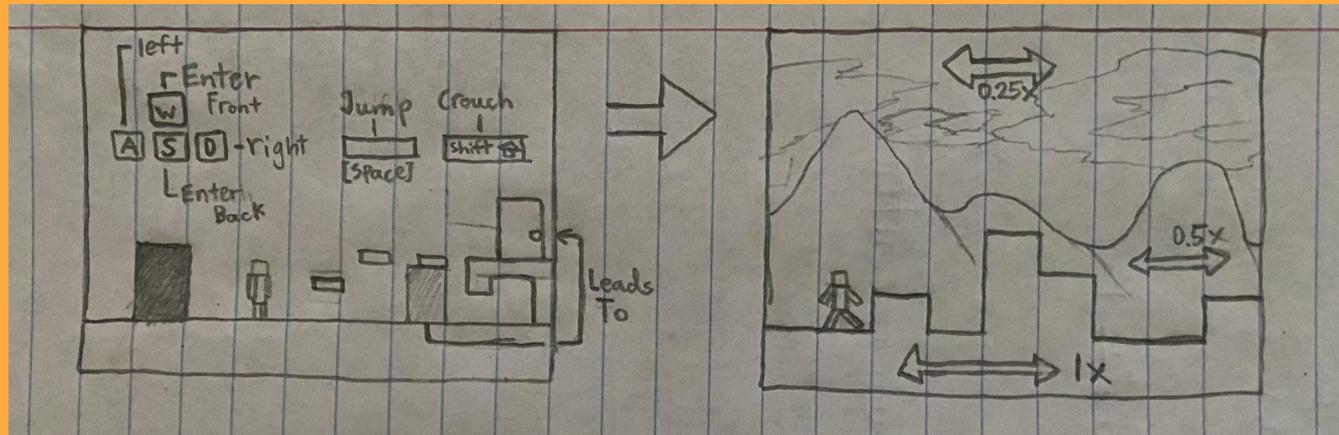
# ❑ Beat high score on gas station arcade machine (idea 1)

- Tutorial level
- Player learns controls of game via beating high score on frogger ripoff arcade game

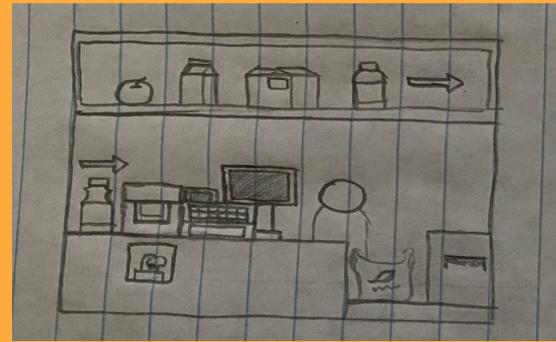


# ❑ Beat high score on gas station arcade machine (idea 2)

- Tutorial level
- Teaches basic game instructions and simple to beat high score
- Moving screen and character has to jump and walk on its own

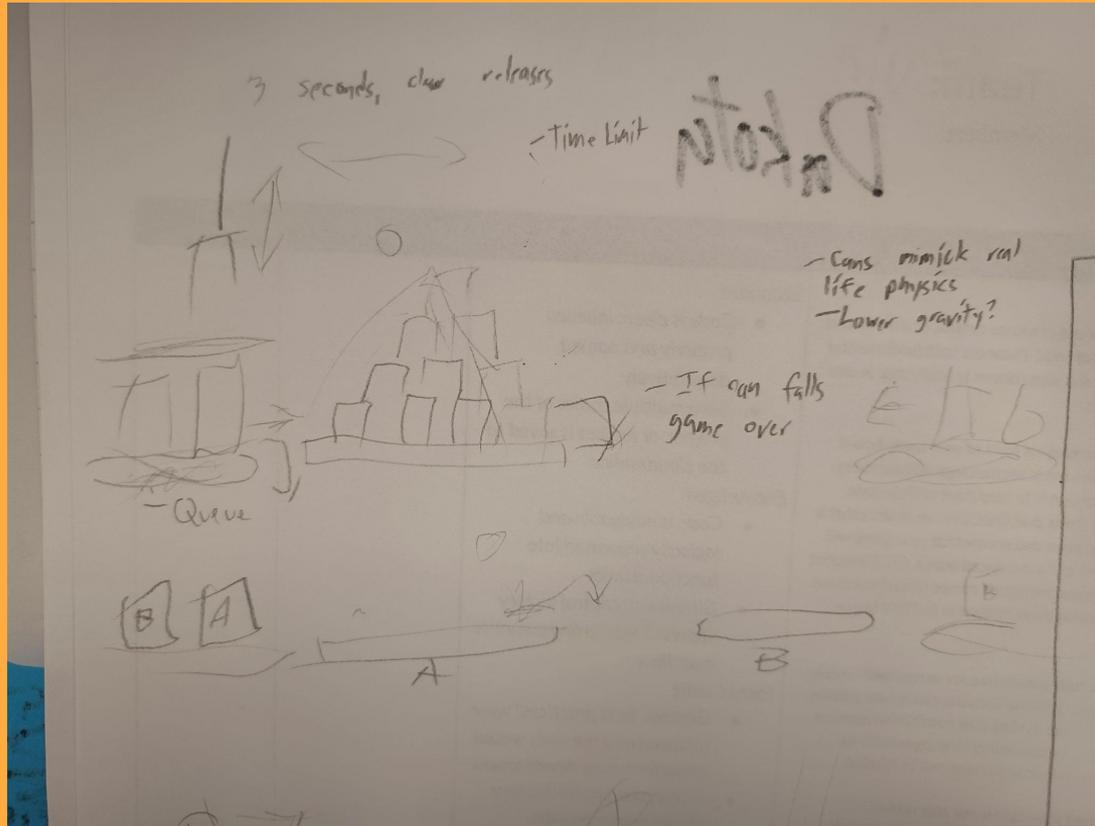


## ❏ Set world record for speediest item bagger



- Items to be bagged for three customers. The longer the player takes to bag a customer's items, the more impatient and angry the customer becomes (ripple effect: the next customer(s) also become unsatisfied)
- Each item is a different shape and must be puzzled together in order to fit into their respective bags

# Restock shelves



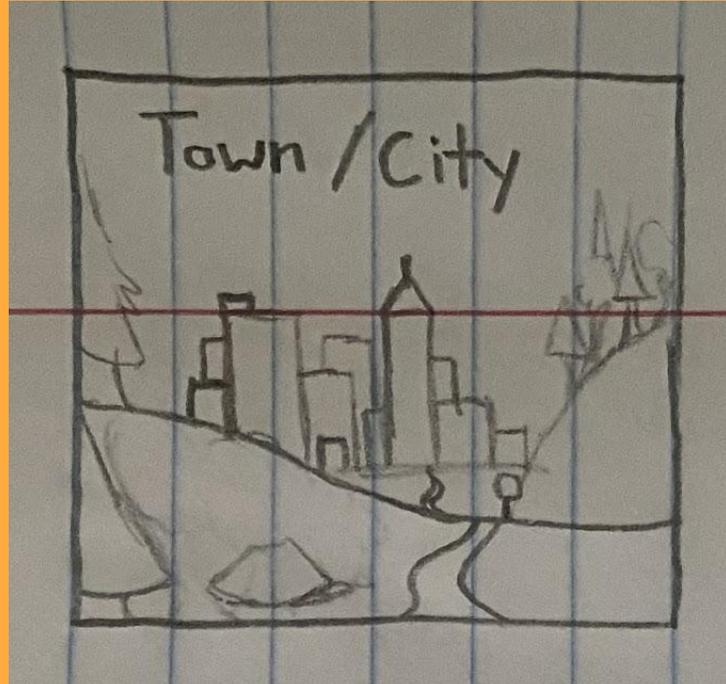
- Operates like claw machine
- Player grabs and stacks cans into organized towers as the cans come in via conveyer belt on either side of the screen

## ❏ Ride a camel

- Transitional (Loading screen, non-playable)

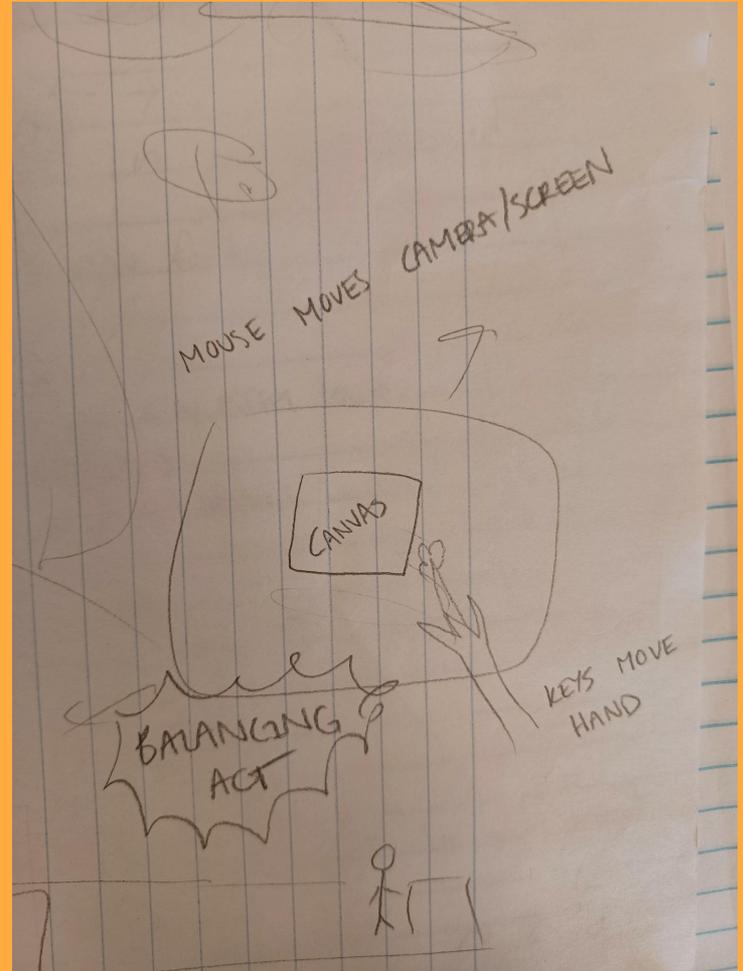


# Town/City



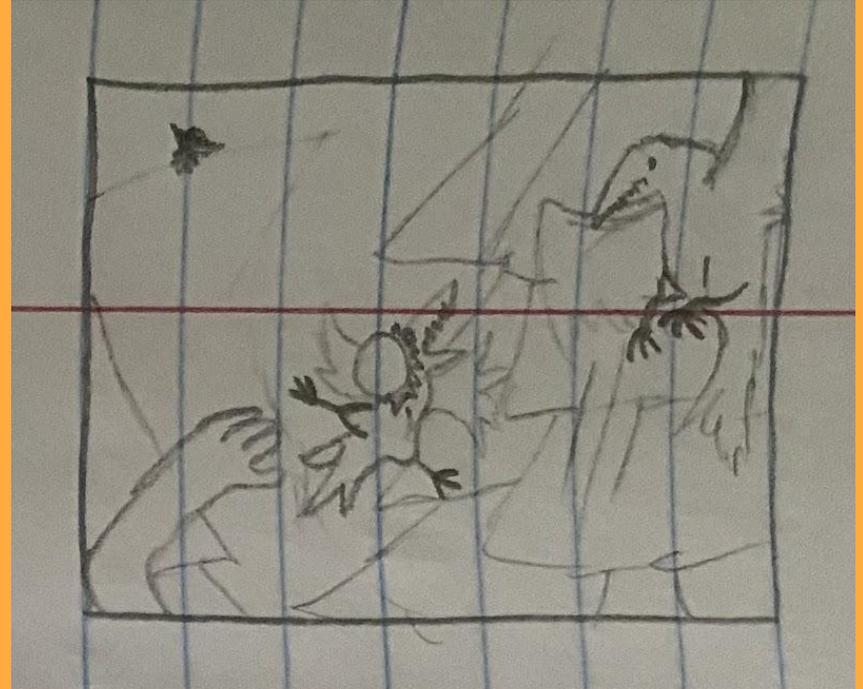
# ❑ Submit an art piece into the art show

- Camera/screen is wobbly and controlled using the mouse while the paint brush is controlled using the keys
- Player must keep camera and paint brush steady enough to paint a still life picture (high sensitivity)



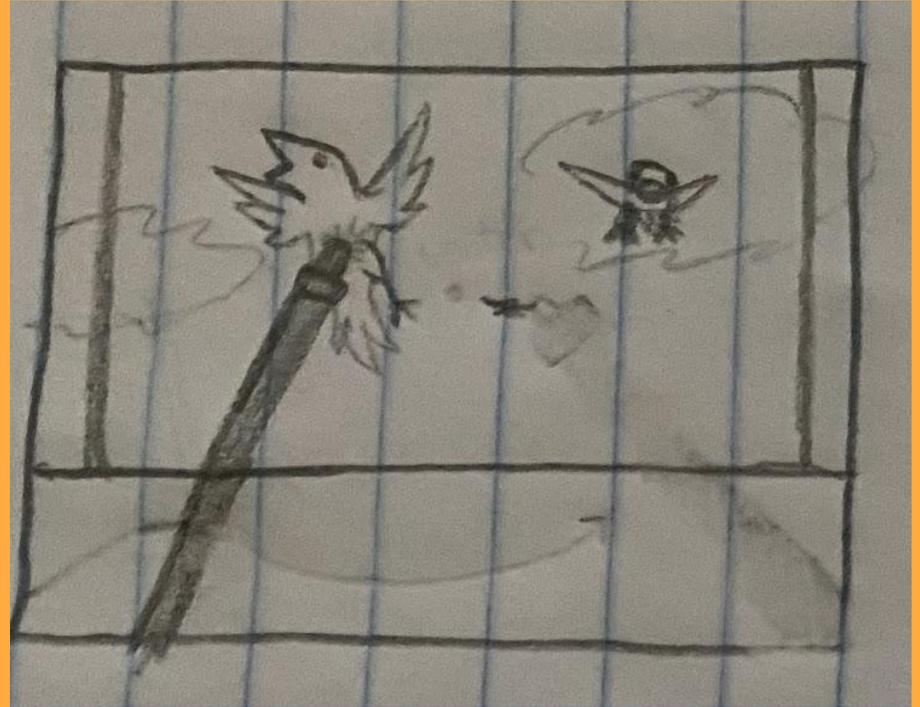
## ❑ Conquer fear of heights (Idea 1)

- Guy climbs onto scaffolding and must fight off birds that threaten to knock him off
- Angry Birds-esk where player throws lunch box items at birds in order to knock them out of the sky



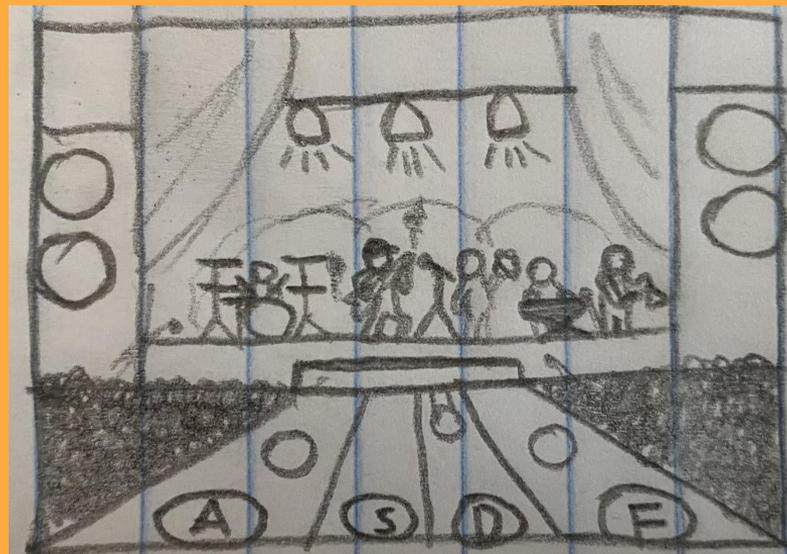
## ❑ Conquer fear of heights (Idea 2)

- Guy must protect window cleaner and the lunches from some hungry birds
- Guy must use a (mouse controlled) stick to fend off birds



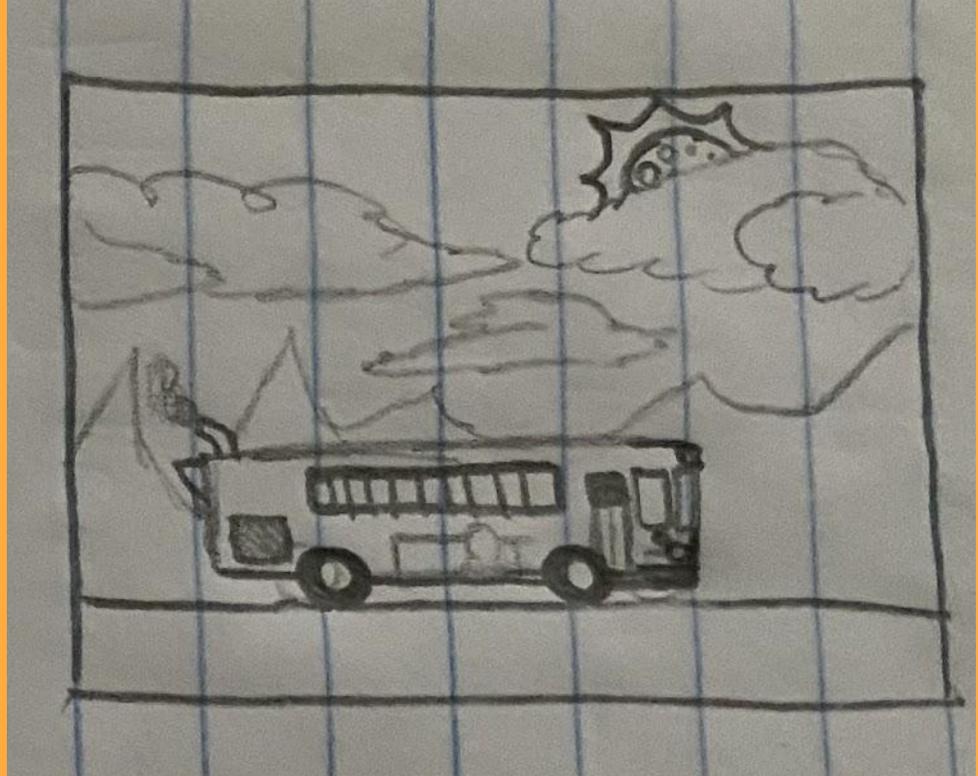
## ❑ Hijack a concert

- Guitar Hero + Dodging
- Player must press corresponding keys in time with the music while also avoiding trash being thrown at them

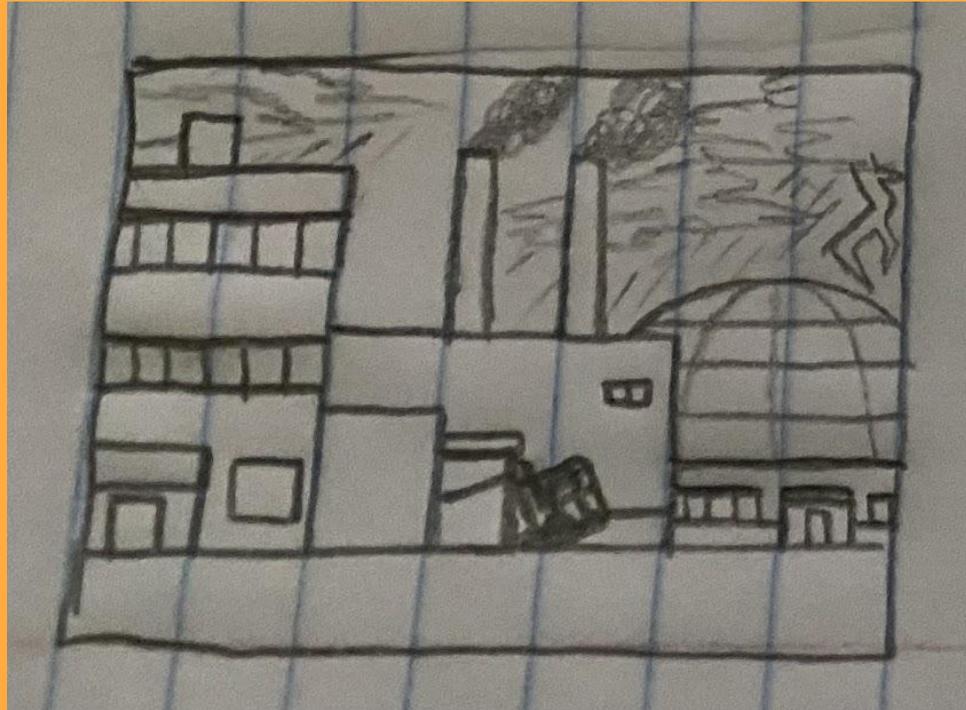


# ☐ Take public transportation

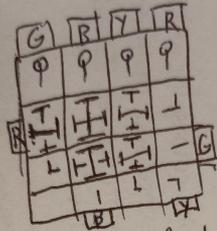
- Transition



# Secret Lab

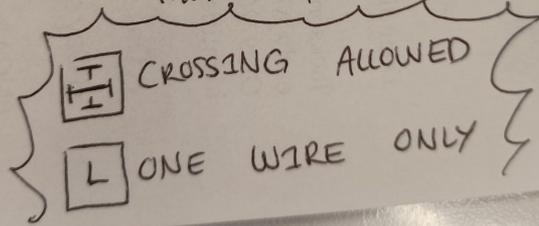


# ❑ Become an electrician



• Colors need to reach there  
destination  $\boxed{C} \rightarrow \boxed{\frac{C}{\phi}}$

• ~~Can't go over~~ wires  
can't cross each other unless  
theres a pipe that allows it



- Connecting colored wires to color matching ports
- Pipes for crossing, limiting, or blocking pathways

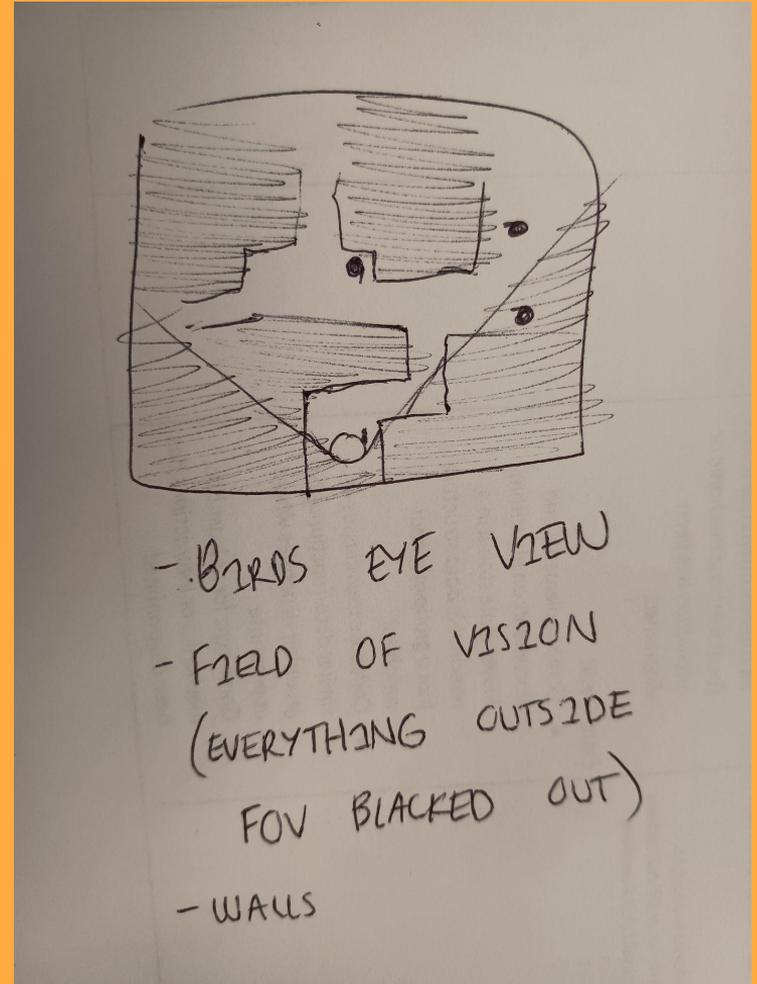
## ❑ Pass chemistry class

- Workstation with mix set and a mix beaker
- Little hints around the lab that piece together to create the solution
- Objective: create rocket fuel to pass chemistry class



## ❑ Win at laser tag

- Disable enemies with the tag laser and find the right path
- Enemy has a delayed time or patterned response
- A simple (run up activation) lever puzzles that will unlock doors and the path to your destination
- Responds (in the form of hearts) only 3 times. After that, game over and a full reset/restart.



# ☐ Drive a rocket

- Transition level
- 

