\*The links are just examples.

Research 3+ ideas for the core mechanic of our game

1. The objects( sphere etc) the players controls is going in a straight direction. In their way way appears obstacles. The objects can :

* Jump but can’t go in any direction;
* move left but can’t jump; also it can move to right

\*The perspective is 3D from upview.

\*We can switch the game mode trough this 2 way of moving.

(https://www.youtube.com/watch?v=xYDdA0YIDbE )

1. There are 2 ships situated on the bottom on the phones, so 2 players. The ships are not going in a straight direction

- When taped the object changes the direction really fast trough more obstacles.

- The character can move left, right and forward because the perspective is 3D.

1. On tap the ship/ plane/bird etc from the left side player teleport to the right side of the other player in order to avoid a obstacle ( on another tap it can teleport back). The same thing reversed in direction can do the other player too. Both of the players are starting with “60 second”. The seconds are consumed when one of the players is situated in the “enemy teirtory”.