PROPOSAL IDEAS AND INSPIRATIONS :3

# Isometric perspective

* Hades
* Fallout 1 & 2

# Timer-based ranking

* I Am Your Beast
* Sonic

# Gameplay mechanics

* Ghostrunner (not isometric but similar vibes for how to move/attack)

Miscellaneous notes :3

As player speeds up enemies/obstacles slow down

Instead of player speed it’s environment/enemy speed affected by health

Iterative “upgrades” by health, eg 75% = roll, 50% = double jump