**Task:**

Think of 2 very well known games.

Combine their ideas/mechanics/themes – however you see fit, in a way you think would be interesting.  
Explain your idea clearly, with as few words and/or images as possible.  
If it really needs a long explanation, perhaps try to think of a simpler idea.

The Goal: Try to generate a new idea for a game, in your mind (by combining 2 well-known titles). Then, using a word document, try to communicate that idea to me.

**Answer:**

I would try to implement a mechanic from

“Tekken game series” into “Elden Ring”

The said mechanic is the ability to break a part of the environment in order to switch maps while mid-Combat!

Imagine fighting a boss in a room and he slams you into the wall and suddenly the wall is breaking and you enter a small animation sequence to a different kind of boss room which could give other strategies then the old one!