Game Type: Platformer

Obstacles: Traps, simple yet difficult jumps.

Goal: Reach the end of the level (maybe get a key as well)

Art style / Setting: Similar to EscapeGoat sideways view, pixelated art style

Temporal Rift: Creates/destroys walls & platforms, limited use at a time.

OR

Rift World: Two different environments, you can switch between which one you are in (example: key is in rift world and door is in normal world so you must go through rift world to unlock the door)