Gameplay feel?

* High-octane
* High-energy
* Extreme-skill
* Induce excitement and adrenaline.

Assets:

* Explosions
* Special effects
* Eye-candy assets

Idea 1: Look cool doing it.

Endless runner where it’s less about the distance you travel, but how cool you look doing it. Score is increased by being fast and dancing close to death. Avoiding this decreases your score so you need to keep it up until death.

Idea 2: Jog turned Sprint

Greg goes for light jogs at the park. One day, the squirrels enact their plans for world domination, forcing him to run, endlessly.

Idea 3: Escapador!

A heist is in progress!

Juan reached the core of the steampunk blimp, stealing the valuable core power orb, setting off the self-destruction of the flying giant.

Interact with traps and objects to ensure the safety of Juan and determine his path of escape.

Idea 4: Speed cop

Sci-fi Cyberpunk

Launched at midnight, you are the cutting edge of Police enforcement AI. Sprint through the smog-filled backends of town, ruthlessly slaughtering criminals until you make a mistake. Whether by shotgun shell or letting a criminal live, once you mess up, a new version is created to patch the inefficiency.

Tap to jump

In air:

Tap to return to ground quick

Swipe down to ground slam/smash through weak floor

Swipe up to double jump/smash through weak roof

The final station

The last night