Idea

Pestilence Pruner

Gardener needs to escape a maze/forest/swamp

Fights a bunch of plants with a vine whip

Series of levels

Side Scrolling Platformer

Can use vine whip to swing on ceilings and grab things

Combat:

The enemies are different types of plants and you can kill them by jumping above them and vine whipping them, you pull them towards you which uproots and kills them.

Variations include:

Multiple vine pulls to kill

Mult vine pulls within a timeframe

Jump and then vinepull

Use whip to grapple smth, then either dodge out of the way of the grapple so the thing flies at the enemy or hold onto it and then throw it at the enemy to stun/make them uprootable

Also can maybe grapple the enemy from the side to get closer to them

More Game design:

The level has a vine path or plant growth that blocks you in to stop you from leaving and forces you to fight the enemies.

Each level has many enemies, each level has a certain number of a new enemy that needs to be killed in order to progress (they leave seeds when they die and you need them to open the door or opening in the hedge maze/vine pathway to the next level)

Maybe have each type of enemy give some kind of powerup when killed (speed, extra jumps, longer whip, whip insta kill for x attacks or x kills, kill a big guy and get a lawn mower which clears the platform and maybe further platforms below and infront of it.)

Enemies are evil infected plants and they come out of the ground at the start of the level or they just start the level with them there

Theme is more happy at least at first because it is easier to draw.

Also, we will use pixel art.