game idea:

schroedinger’s cat – you are able to observe things that were previously unobservable.

in the intro sequence a guy pulls a lever and a gun goes off. he asks “was the cat killed?”

you all of the sudden are able to see through the box and you can see the cat being killed. But you can also see him living. You have to time it right to decide what is happening.

So whenever you are about to enter a room, there may be traps, enemies, etc, and you have to time your entrance to avoid them. In some cases there might just be all bad variations and you just have to choose the least bad one.

another one:

jump down between platforms, get to bottom as fast as you can… maybe like Icy Tower where it never ends, but something is falling down at you.