My Programming Game

Ideas:

* Speed running game with the same principle where you can only move forward and you aren’t able to stop, game based on timing to survive
* Card Game, RTS – very rudimental version of the game I’ve been planning for couple years, like hearthstone and wargame
* Cartoony 1st person shooter platformer – looks like gang beasts, possibly plays like FEZ where you’re only locked to Vector 2 directions but allows you to flip the camera to access other paths

FEZ style platform shooter that core mechanics are based on camera rotation that makes a 3D game appear 2D