The first concept is the one I’m going with.

*Concept 1:*

Player works their way through numerous worlds, each with a different theme. Each World equates to 1 level and involves puzzles where the player will traverse the environment in various ways to reach the exit.

*Gameplay*

Player will play through rooms (possibly called worlds) solving puzzles utilising the movement mechanics in various ways.

They will be trying to push through to a new world for themselves narrated by a supernatural voice that is their consciousness.

*Core Mechanics*

Keyboard input for movement and ability activation

Mouse input for Camera movement

Jumping

Wall Running

Double Jumping

Dashes

Running

Climbing

Static obstacles (pits, spike traps, moving balls, etc.)

Moving Platforms, Walls and Doors

Jump Pads

*Minor Mechanics/Logic:*

HP

Ability Countdowns – movement abilities

*Out of Scope Mechanics:*

Ledge Climbing/Grappling

Simple boss fight utilising the movement and in game tools to defeat

*Inspirations/Similar Works:*

Assassin’s Creed

Legend of Zelda: Breath of the Wild

Portal

Jak and Daxter

*Development Challenges*

Making the movement abilities will be quite challenging. Specifically the Wall running and climbing abilities. A dash ability won’t be as bad as I’ve done it before. A double jump is doable as well.

Any parkour things will prove difficult.

*Concept 2:*

The Player will work through modular dungeons generated through certain conditions that will contain various enemies to reach the end point. This will involve mostly melee combat but possibly some ranged abilities such as spells and bow/crossbows. Set in a sort of medieval setting, ruined towns and/or dark dungeons.

*Gameplay*

Combat will involve mostly melee combat but possibly some ranged abilities such as spells and bow/crossbows. Player will traverse the map through walking, encountering enemies as they go.

*Core Mechanics*

Keyboard movement

Mouse input for attacks

Combat

Level interactions

Enemy AI

Player Light

“Grid Movement”

*Minor Mechanics/Logic:*

HP

Ability Cooldowns

Level interactions

Player Level

*Out of Scope Mechanics:*

Boss fights

*Inspirations/Similar Works:*

Diablo

Pokemon: Mystery Dungeon

Darksiders

*Development Challenges*

The Modular Levels will prove to be a pain as well as making any boss fights if I get to it. Enemy AI will prove to be annoying as well, simple to get started but if the enemies had more abilities that may prove annoying to implement.

*Concept 3:*

2D platformer that involves the player racing along a level, collecting resources and avoiding enemies. Resources collected will allow them to get buffs that increase movement speeds and jump height. Set in a mine, the player will be up against the clock to complete the level. The timer will be long enough as to allow the player to collect resources. Possible multiplayer.

*Gameplay*

Player will run along a level while being able to run and jump to reach different places. There will be resources the player can stop and collect which they can then use to increase their movement speed, jump height and possible abilities. As they progress they will also have to avoid any enemies, any hit from an enemy will instantly kill the player and cause the level/game to restart.

*Core Mechanics*

Player HP (1 or 0)

Jumping

Running

Resource Collection

Enemies

*Minor Mechanics/Logic:*

Split Screen

Resource Amounts

Ability cooldowns (Dash, resource collection

Level timer

*Out of Scope Mechanics:*

*Inspirations/Similar Works:*

Hollow Knight

Mario

Stardew Valley

Spelunky

*Development Challenges*

I don’t see any major development challenges currently.