Basic platformer set in like a laboratory

Player is like a test subject completing a series of tests

Basic jump between platforms, spikes, problem solving, moving crates, unlocking and opening doors, identifying patterns, gathering components like keys or key cards to open certain doors or operate things I dunno

Big funky component is you can jump between bodies either just between 2 identical copies or player has a base body and can jump to others with special abilities like big strong, big jump, maybe a speed one for a time dependent door

Block things, like specific laser force field wall things that you cant jump consciousness across, like might have to find a way to deactivate the lasers or block the lasers so you can jump to a stronger body to clear the path collect the key and get to the door.

These are in the background as scientists watch from behind so you can’t jump to them, games ends with the character jumping to one of the scientist in the last room. Maybe you have to collect a special item or special items in all the rooms then you can assemble them together to deactivate the laser and jump to a scientist outside. Or you cause a power outage

Player loses if their original body is destroyed or the body you are in is destroyed? Reset button to reset the room.

Maybe they don’t jump between bodies but instead can absorb the abilities? Or adapt, only one at a time or multiple? Different colour serums give different abilities?

Mechanics:

Movement - left, right, (maybe point down and have up and down as well?), jump, roll/drop/crouch, dash?

Levels with different difficulties, different challenges

A way to die, respawn mechanic, checkpoints

Health system, ability to take damage and heal or just reset health on each new level

Maybe moving enemies?

Ability to melee attack, block, range attack

A way for character to unlock new skills, or become stronger which means can interact with more things in environment

A way to push objects like crates around

A way to interact with objects, like pick up keys, unlock doors or boxes

A way to switch characters, or shift to a new body, the main component of the game.