General ideas

1. A game where the core mechanic is some kind of inception.  
   So you try to finish a part of the game but you can’t so you must go and do another game within that game.
2. A game where you play through a couple different retro arcade games but each time as the same character so you’ll for example be playing pong with your character as the slab.
3. A 2D platformer where your character has some kind of spear that he can throw into walls with RMB and get back with RMB as well to make jumps possible