Anquis Game design ideas

Every advantage should have a disadvantage – this balances the gameplay

Designing the middle of the gameplay first to figure out what the player is capable of, then going back and designing the first level

Advantage:

Getting bigger

Disadvantage

Bigger target – tail is harder to control

Only way to hurt enemies is with your tail?

Ability to boost your tail around with the right stick

Most of the action happens at the tail as far as damaging enemies goes. This could create an interesting dynamic.

Teach the player some enemies can eat your body by giving you the ability to eat some enemies’ bodies.