Quick facts:

* There are four species of kangaroo, the Red, Antilopine, Eastern Grey and Western Grey Kangaroo.
* Red Kangaroos are the largest marsupial and can grow up to 2 meters. They can reach a top speed of over 65km/h – out-pacing a top racehorse. In one leap they can jump 3m high and 7.6m long.
* There are more kangaroos than humans in Australia. They are the national symbol of Australia and appear on postage stamps, coins, and planes.
* Kangaroos are social animals which stay in groups of at least 3 or 4 individuals. Some groups can comprise of as many as 100 individuals.
* Kangaroos have excellent hearing, and like some other animals are able to move their ears in different directions without moving the rest of their head.
* Kangaroos are herbivores. They eat grasses, flowers, leaves, ferns, moss and even insects. Like cows, kangaroos regurgitate their food and re-chew it
* The baby is called a joey

Conclusion

This idea could work from the cute perspective, would be interesting to explore, since the main character could be a small kangaroo, but I am not sure the mechanics we are having in mind would adjust very well to the theme. I was thinking of having a curious kangaroo in search of humans, and an evil one who would try to hurt them (not kill, just make them trip and fall or do funny stuff and get extra points for that). There would be tons of possibilities with the environment design, such as having the notorious yellow sign with the kangaroo, but with humans instead. Also having a character named Joey would have personified him, given a nice name for the game and could have potentially been a nice pun for people who know that a baby kangaroo is called a “joey” (I had no idea, so interesting!) Images below:



