Game without 2D jump:

Tinertia

Tineria is a 2D platform game though it has a 3D design. The player cannot jump in this game but instead uses the knockback from a player aimed projectile. The player would use this to go over obstacles, players can also uses a small thruster when in the air to give them air time. The game gives the player a lot of control while in the air which we could in are game as it gives the player more control, thrusters or some kind of glide could also may be used to give the player more control while airborne.

2D game with grapple hook:

Terraria

Terraria uses grapple hooks as a optional way for the character to traverse the landscape. It allows the player to swing and pull themselves up and down the grapple. In the game it can grab all terrain and as the game progresses the player can get better grapples which are longer, can have multiple grapples out at once and even ones that allows the player to have there swing not affected by gravity. Possible we could implement a way to swing to give the player more manoeuvrability and more smooth movement as they cross the level.