Game idea 1:

A semi-stealth past paced first person shooter with special “hookshot” mechanic.

The player is able to shoot a rope that sticks to static objects in order to “fly” through the air,

Cross gaps and hide for surprise attacks. Think attack on titan and just cause 3 meets unreal tournament. This will allow for really creative level design, and new and exciting gameplay tactics.

Variation: a moba title with similar mechanics, divided over classes. Such as a rogue with high jumping and short ranged combat, mechanic with guns and belt, longed ranged spells. Basically a high paced fps with more air movement and rpg classes, similar to paragon.

Game idea 2:

An adventure game where the player controls a demi god that can transform into different animals.

The different animals each play a role in completing certain parts, such as navigation, finding artifacts,

Fighting and platforming. Perhaps 2,5D or full 3d in Lineair/full openworld game. Lots of discovery, fighting.

Game idea 3:

A story/adventure game starring a man who lost his mind/ is trapped in a coma

The game takes place in his own delusional world wherein he tries to escape.

During this game, the man finds out about himself and the secrets of life.

Not being bound to rules, this game poses a set of challenges for the player to solve.

This includes puzzles, skillful player movements and more..

The game is set from a 3rd person perspective.

Game idea 4:

A multiplayer party game marioparty/warioware inc crossover.

The game features many fun games that have to be completed and are forced to work together to get to the finish. A lot or rushing and working together using silly simulators and funny gameplay mechanics. Really happy and funny game. Also, i am looking for a balance between teamwork and versus, perhaps

Alternating between the two.