Unique Game Mechanics:

Time Manipulation:

* Player can push a button to stop time
* Player can push a button to slow time
* Player can push a button to reverse time
* Certain times can have a different effect

Physical Manipulations:

* Ant-Man mechanics (Player can push a button to shrink/grow)

Powers:

* Player can fly
* Player can teleport
* Player can turn invisible
* Player can transform
  + Mouse -Small
  + Dog – Fast
  + Hawk – Flys
  + Ape – Power
* Visualization of Different Senses
  + Can see sounds, smells, etc.

Game Types:

* RTS
* Zombies (Waves of Enemies)
* Tower Defense
* Shooter
* Puzzle \*\*\*\*\*\*\*\*\*\*\*\*\*
  + Grid of blocks
  + Default block is white
    - Player Colors:
      * Red
      * Blue
      * Yellow
      * Green
  + Each player has a corner they start at
  + They try to paint the ground their color by:
    - Running over it
    - Grabbing Power-ups
      * Color Bomb – Throw a sphere in the air and paints an amount of blocks around where it lands
      * Stun Gun - shoot a bullet forward that stuns any player it hits for x seconds
      * Speed Boost – Increase the speed of a player for x seconds
      * Size Increase
    - Split Screen Only
* Fighter
* RPG
* Racing
* Platformer
* Bullet Hell