It is a top down platforming game. You play as a bomb who can’t explode! You use other fellow bombs to propel you to new locations. They have a short fuse so you have to position yourself before they explode and if you don’t you may just die.

Game mechanics:

Jumping- via enemies

Walking- It’ll be a slower walk but you can turn a lot better walking

Running- You’ll be able to move fast but not turn as well.

Fall to your death

Moving platforms

Jump pads

Swinging obstacles

Enemies:

Just a simple bombomb type character who walks up and explodes but they are also used to move you vertically.

Trap doors & walls

Swinging hammers or axes

Hard platforming

Camera:

Camera will be fixed and at the angle of Link’s Awakening

It will have a fixed point like super Mario 3d world

Level Design:

A cross between Fall guys obstacle course and Link’s awakening temples

Wipeout has some good level design

It will use camera angle as a tool for puzzles like Captain toad’s treasure tracker