You play as a bomb who can’t blow up! You got to find out the reason why so you go on an adventure but you got to learn how to lean on your friends to reach new heights via jumping.

Game mechanics:

Jumping- via AI

Walking

Running

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

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