Game mechanics:

Other bombs blowing up that are both enemies and are what you can use to jump vertically or do a long jump.

Walking

Running

Fall to your death

Moving platforms

Jump pads

Swinging obstacles

Camera:

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

It will have fixed points like super Mario 3d world

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

Level Design:

A cross between Mario 64 and Fall guys and Link’s awakening

With some inspiration from Mario odyssey and Mario Sunshine

Wipeout has some good level design

Story Design:

The idea of a bomb who can’t/ how does not want to explode comes from paper Mario and the origami king. Your put in a competition to try to get you over your fear of exploding.