You’re a bomb who is afraid of blowing up. You have been forced to join a deadly competition designed to blow you up. Do you have what it takes to survive and not blow a fuse.

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

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