1. Shadow of the Colossus

2. Take a mechanic and use it as a basis for a non digital game(Fighting colossus)

3. Fighting and defeating colossus (enemies on a much larger scale than the player)

Fighting large scale enemies

4.Map travel and colossus spawning

Power ups and the horse and the grip mechanic

**Dice mechanics and power up and the map**

Map = 10x10

Roll two d10s to determine where the colossus and where you spawn

Roll three d10s to determine where the power ups spawn  
 1. Power ups 1: Double Hp White  
 2. Double Grip: Allows for your grip roll to be doubled Black  
 3. Double Power: Allows for your power to be doubled Blue

-Power up last two movement phases and last two damage phases when used

Movement is determined by D6 rolls can move one square at a time

Grip is determined by D4

Colossus have three tiers of grip until you get to damage them

Damage is determined by D6

Colossus stats

HP =15   
Grip = Tier 1 Tier 2 Tier 3

Upon reaching colossus you roll for your grip and if it is higher than the colossus   
Tier 1 = 1 or higher  
Tier 2 = 2 higher  
 Tier 3 = 3 or higher  
At tier 3 must keep rolling 3 or higher to remain on the colossus

If you roll lower than the colossus required grip you fall and take Grip Tier X 1 dmg. You have one saving roll to stay on the colossus to avoid taking damage  
Player hp = 8