1. Platformer 2d- repairing the key- find, repair, escape.
2. Spit screen, top-down find-repair-escape, map is giant puzzle/ machine.

Pass pieces between players Co-op/ players effect each others environment

1. First person puzzler (point-and-click),
2. \*Top-down.( ¾ angled). Split-screen co-op. Work together to solve puzzle. Escape room.(timer?)
   1. Pass pieces to each other, control components in each other’s room. (lights, weighted platform, etc) Multiple levels with different puzzles – solve the puzzle to move to the next room.

Mechanics:

-Player movement (up,down,left,right) P1: wasd, P2: directional keys

-interact key

-interactions: pick up, drop, combine pieces, place piece, open door, deposit item in other room, switch breaker operation

-level manager

Arts:

-4 colored wires (X)

-Breakers with matching colored lights

-Light on means correct wire is inside

-5 different breaker lights (black, blue, red, green, yellow)

-Light bulbs (on/off)

-Cogs/Levers for door

-Basement

-Crates/Chests

-furnace

-torches

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