Contrast:

* Platformer – 3D
* Opposite of the player’s expectations
  + Power ups make enemies stronger, not the player
  + Power ups make the game harder, powering the player down
  + Protagonist and antagonists are complete foils, the environments display their conflict
    - Yin/Yang kind of idea. Bit of good in evil, and a bit of evil in good
  + The two players meet at the end of the game, at which point they fight each other.
* Environments
  + Starts off rounded, many curves, as the player traverses through the levels, they become more hard-edges (spheres become cubes, etc.)
  + Hard-edges become black and white, make the environments more dead
* Graphics
  + Super simple graphics for the protagonist/antagonist
* Gameplay
  + 3D Platformer
  + WASD to move protagonist
  + Arrow keys to move antagonist
  + Camera auto-follows player
  + Space bar to jump for player 1
  + Right shift to jump for player 2
  + Platforms and jumping
    - Floaty gravity
    - Fast-falling
  + Focus of the game
    - Emphasis on story? Puzzles?
    - The pull of the game will be on the puzzles?
  + Puzzle ideas
    - Pushing blocks/spheres around
    - Each player has to solve puzzles on their half to help the other player move forward in theirs
  + Mirrored maps
    - Puzzles in each half open the way for the other