

I will make a low gravity magnet climber like, platformer game in construct 3. In this game the world is flipped upside down, so the user sticks to the ceiling to get off the ceiling, you press the up key, which launches you off of it. The floor/bottom of the map would be like a vacuum so if you fall into it you die. Underneath platforms are safe to stand on since the gravity will pull you up. Holding the action button, which will likely be the space bar or some other easy access key, will turn on the magnetic suit, which reverses gravity. There will be spikes and other enemies that will be able to float and attempt to kill the user. Camera will move automatically, so there is pressure on the user to go down quickly.

