Logan Boyer

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I was fairly specific in my initial milestone paper, so we’ll see what I can come up with for more detail! I want to create a third person perspective movement heavy puzzle game and hack-and-slash hybrid. I have an idea for a character design, I want to base it off of an old character I have already designed, it’s just a matter of creating the 3D design! The levels for the final product will look like small floating islands either connected by rope bridges or completely disconnected to create platforming sections in the levels. I want puzzles built around player movement, and basic hack-and-slash combat using a sword for slash combos and a spear for thrust attacks and added movement. I want the player to be able to walk, sprint, jump, attack in multiple ways, crouch, slide, and wall jump. The entire aesthetic for the game will be a charmingly low poly style to make it simple and easy on the eyes without being too overly complex to build. The character was drawn by a friend of mine, I just need to translate it to some kind of 3D model! I’m still undecided on the engine I want to use. Unreal is really good with the player capabilities off of the template scripts, but I’m a little unfamiliar with the blueprints process. However I like the blueprints visualization as compared to the individual scripts in Unity. I’m leaning towards Unreal.