Logan Boyer

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I’d like to do a 3d puzzle platformer with aspects of a hack and slash. I want the player to

move around in a 3 dimensional space built of floating islands with basic polygonal shapes and

simple aesthetic lighting. I want a similar feel to that of Sky: Children of the Light, or Journey

that Issac introduced me to! I want the player to solve puzzles through interesting and engaging

movement techniques involving sliding for more speed, wall jumping, and the use of momentum.

I don’t want overly complicated puzzles, as most of it will be based around player movement. I

also want basic enemies for the player to engage in combat with using a basic attack with a 3 hit

combo, a heavy attack, and a thrust ability for movement and combat use. I have high hopes for

what I can learn and accomplish through the duration of this course, but I also understand that

my abilities are limited, and I may need to scale back some of my end goals.