Character:

Forest Spirit/ Playful tricker spirit entity.

I'm going to take the name of the character from their game: Kindred.

-Because She is a kindred spirit! hehe.

Personality:

"I'm Kindred! I Love to explore, go on Adventurous and im never scared of taking risks (though it's easy for a immortal creatures like me~). And dont you dare call me immature!"

The game would revolve around exploration and puzzle solving. There would be a variety of movement systems. I've implemented the spine rail-sliding system, I can imagine more like bounce pads, climbing trees or vines, or other types of exploration. You would gather trinkets and follow sparkling lights to move around. Some parts of the game would feature backtracking, but I imagine it telling a story of endless progression from the forest to dilapidated ruins, where backtracking becomes less viable. One of the main things was making her look like she is having fun while you play around with her. She shouldn't be scared, even if giant pillars are falling around or she is close to face planting from a steep slope. For non-characters, I imagine a variety of stone, wood, trees and vegetation, mixed with the crumbling architecture of the local ruins. If there were more sources of stimulation, I can imagine you having facial expressions that change based on what you

are looking at. Other than that, my goal was to make a really fun and lighthearted game, and a fantastical protagonist to boot. Maybe this game could feature magic or a non-brutal combat system, but I wouldn't aim for it, at least not with the direction I've made so far. I could easily imagine her panicking about some mundane thing, like being scared of birds or cats or something, and having evasion sections where she (poorly) tries to run or hide.

….Also, I saw the beautiful model on sketchfab and went from there. Guilty as charged~