Graphics

I like the toy-like aesthetic in *Zelda Link's Awakening* for the Nintendo Switch. The graphics will be in 3D like in Link's Awakening too.
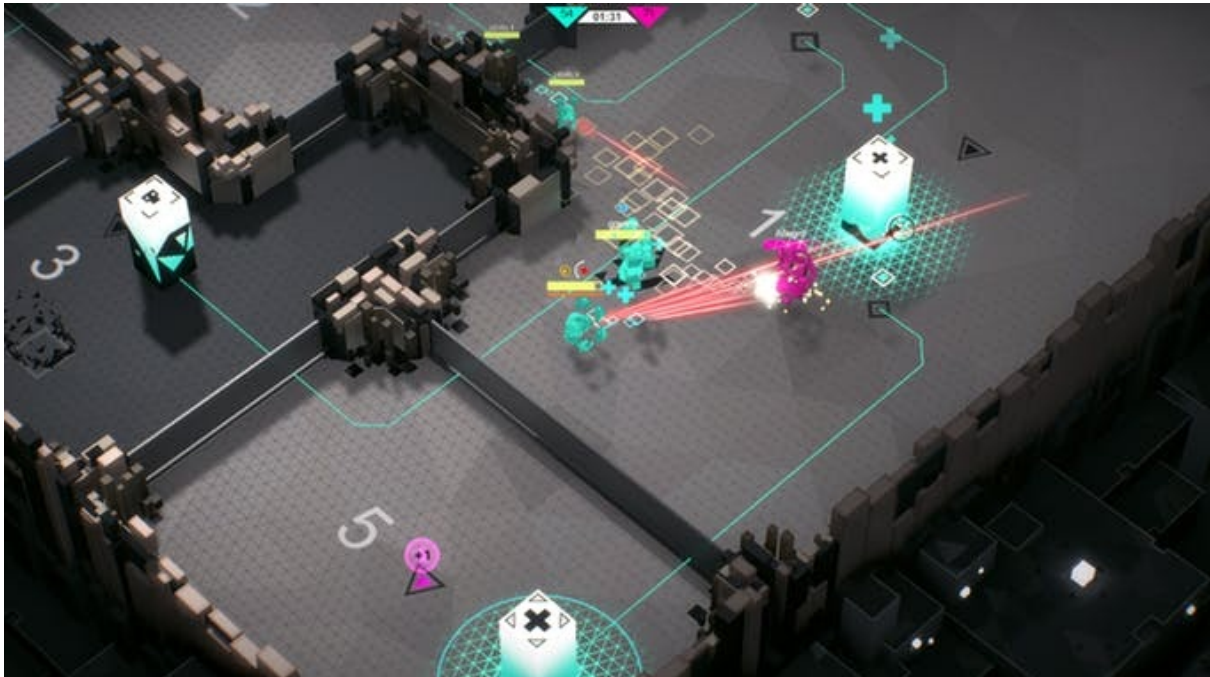

This picture shows more examples of a toy/plastic-like graphics/aesthetics.

Seting

The setting is a modern city set slightly into the future. The game will happen during the day. This picture is toy-graphic example too.

I like the atmosphere with this picture. Take a little bit of this and add it to the last picture.

Camera

During gameplay have the camera zoom out like this so the player can see what they are doing. The camera will be very much like Link's Awakening.
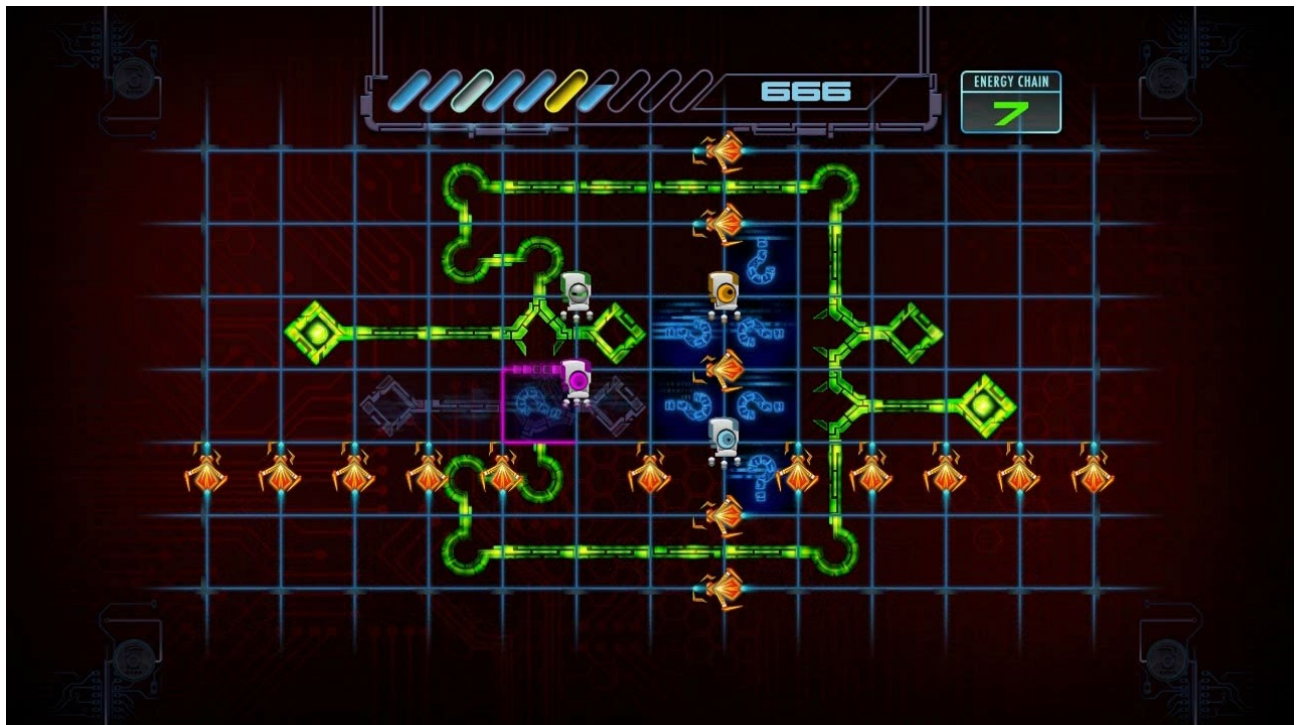

Have the camera zoom in when something important happens. Like this picture here.
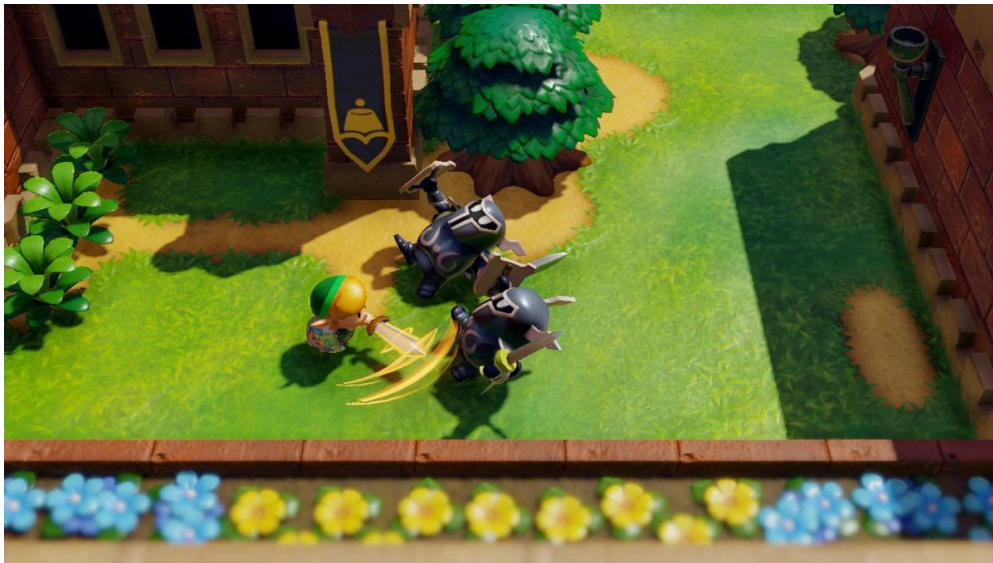
Gameplay

The player plays as a virus that infects mechanical objects. The goal is to escape their creator's home and wreak havoc on the rest of the technological world. Similar to the game *A Virus Named Tom*.

The player movement is grid-like. This picture shows the players moving around in a grid. The player can only move from one mechanical object to another mechanical object. And that is if the new mechanical object is adjacent to the player.

Like in *Super Mario Odyssey* the player can take over the enemy. This is because the enemy will be mechanical robots (more on that later). The player can only move onto an enemy if it is adjacent to the player's location.

After the player takes over an enemy, they can more effectively fight off the other enemy robots. The game transforms from a casual puzzler to an action/adventure game like Link's Awakening.

Enemies

The enemies will be simple robot designs. They can only punch the player or shoot an anti-virus at the player.

The main antagonist is a stereotypical programmer geek mixed with a mad scientist (This is only if I have time to add such a character).