Inspirations:

* Previous games in series

Project Culture:

* Unknown

Genre:

* 3D Platformer

IP/World:

* Like the previous games but with a new dimension
* Located in a fantasy castle with paintings that lead to other worlds

Post Game Content

* More 3D sequels and associated games

Core Pillars:

* Player should feel immersed in the 3D world
* Player should be able to explore and play in various maps/settings
* Players can pick their own paths to advance throughout the game
* Players should learn and master a new and diverse moveset

Core Gameplay Systems:

* Fluid Movement in a 3D space
* 3D camera control
* Help players to learn the new control equipment

Core Marketing Features:

* Demonstrate the performance advantage of the new console
* A 3D game change the whole game.
* A sequel of a known and loved series.

Player Experience:

* Immersive in a multi dimensioned fantasy world of various elements.
* Satisfaction in collection of stars
* Challenged via platforming issues

Player Types:

* Mastery Oriented
* Collectors/Completionists
* Explorer
* Savior -