Swamp Quandary

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Concept

-collectathon

-explore (you have to travel the world to find the colorful glowing orbs.)

-seek (the orbs are scattered around the world and you have to find them.)

The overall rules of the game are simple all you have to do is explore the land of the game, looking for temples, inside the temples are glowing orbs which are meant to be found and collected, which should be collected by touching them. The game is over when you traveled through the land and collected each of the five orbs.
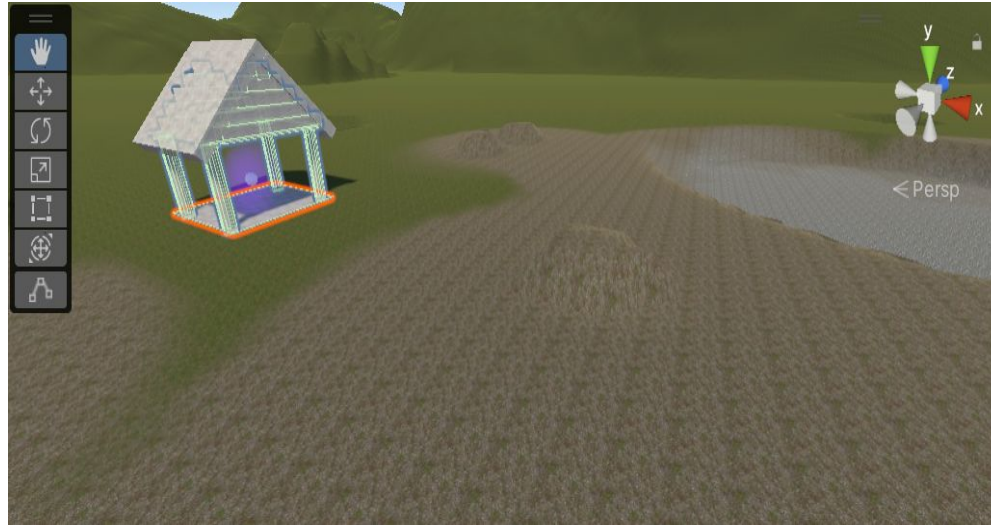
View

The game will have a third person view, mch like bird's eye but youre looking at an angle down and behind the character.
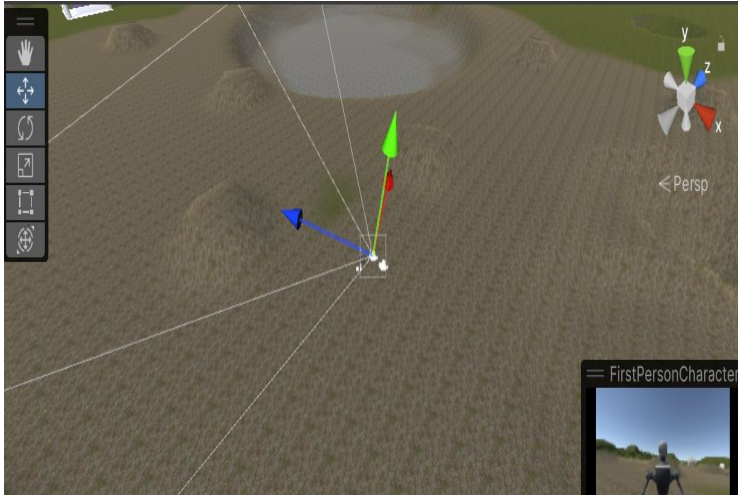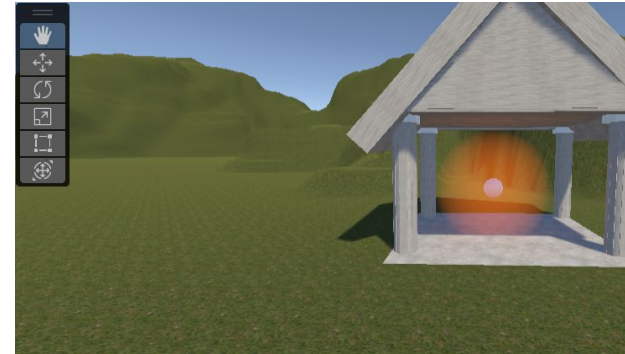
Start

The start of the game you spawn in what looks like a marsh, wetlands type of area. There will be a temple found at the starting area where you can find your first orb, after that you can continue in any direction to continue your search.

Gameplay

As the player explore around the terrain of the world and search for the orbs. For the surrounding areas of the terrain you start in a swamp like area thats bumpy, the surrounding area is grassland surrounded by hills. You have to find the glowing orbs that can be found inside temples which can be found in unspecified parts of the terrain, as in they're not randomly generated, they're in fixed places that you have to find.

Ending

After you've collected all five of the orbs you have to head to the raft. The raft is at the short mountain path. (If you go back to the start and head straight you should reach it.) The coordinates to the raft are X: -260, Y: 52, Z: 470,