I’ve currently got the beginnings of a combat system built into the game. The player can attack and kill enemies, I just haven’t been able to set up the player’s health yet. The enemies’ code is all reusable, a base code that can be referenced back to in other scripts to allow customization for each type of enemy. Once I get the health system finished, I’m making the log object into a respawn anchor.

I originally had my timeline set for several years and I think that’s still accurate. This project will take a lot of time since I’d work on it while working and taking classes.

I’d like to include achievements in the future, the only ones I have planned at the moment are for collecting all the movement items and all the heart pieces. I want to have a world that the player can explore and slowly put pieces together to figure out how the world around them works on a lore front. This would be through character dialogue and level design, so it would be possible to miss chunks if the player didn’t explore.

To explore the world, the player needs to be good at parkour and combat due to the platforming and enemies in every level. I don’t really have a lore goal at the moment, a lot of this class has been me just messing around to see what I can do. Which makes the goal of the game primarily just exploring at the moment. I’d like to add a more substantial goal in the future, I just haven’t figured one out yet.