What Am I trying to Achieve?

I will be attempting to make a 3D game that appears as 2D, it centres around the idea of the player appearing to be within in a 2D world but will require them to rotate “the map” as it is 3D world and requires them to use puzzle solving skills in order to progress. The objective is to make traverse the map and to get to the top whilst also having to deal with enemies and find hidden collectables.

The main premise is the shifting map. The player has the ability to rotate the main camera and their character 90 degrees left or right, this will change the perspective of the map and will give them the ability to see one of four sides of the map.

Core Elements and mechanics

Key Mechanics:

* Movement
* The World Rotation ***DONE***
* Input
* Hazards
* Objective
* Items
* User Interface

Movement:

* There are only 3 directions your character can effectively move at a time
  + Up (which will remain the same whichever way the character is facing
  + Left (which will change if the character is rotated)
  + Right (which will also change if the character is rotated)

The Map Rotation:

* There are two ways to rotate the map, 90 degrees left and 90 degrees right ***DONE***

Inputs:

* There will be only a few inputs within the game
  + A – will move the character left
  + D – will move the character right
  + Space Bar – will make the character jump
  + Q – will rotate the map to left ***DONE***
  + E – will rotate the map right ***DONE***
  + Alpha 1 – will select weapon 1
  + Alpha 2 – will select weapon 2
  + Alpha 3 – will select weapon 3
  + Alpha 4 – will select weapon 4
  + Alpha 5 – will select weapon 5
  + R – will reload your current weapon
  + F – will be the interact button

Hazards:

* There are several hazards one must traverse and defeat
  + Enemies – there are enemies littered throughout the world that will fire at the player to try and kill them, they would need to be fired back upon on avoided in order to pass them
  + Map hazards – there are points on the map that require players to skilfully traverse them in order to pass, or else they may fall to their death

Objectives:

* There are several things that are needed to be victorious
  + Collectables – collectables that allow for you to progress the map are going to be hidden within the map, finding these will be integral to completing the map
  + The Finish – the finish point will be placed on top of the map, it will be down to the player to avoid all the hazards and collect all needed items to finish and win

Items:

* There are several items the player will be able to use in order to assist them in finishing the map
  + Guns – guns are found within the map, as well as the player beginning with one, these will be used in order to defeat enemies
  + Shield – the player will be given a shield in order to block incoming bullets from enemies

User Interface:

* A basic user interface will show all the needed information
  + What current weapons you have and how much ammo
  + What collectables you have
  + How much damage you have taken and how much health you have