

Project Phong Thuy

Similar games: Journey, Wind Waker, Portal, Don't Starve, Animal Crossing, Splatoon, MOBA (?).

Genre: Action Adventure, Art (?), Competitive Multiplayer (Future plan? Sequel?), Puzzle Solving.

Prototype Question #1: Can setting up the different Feng Shui configuration be fluid and fun?

Prototype details:

1. Move around in an environment (lol)
2. Fluid game flow
3. Being able to attack, manipulate the level using items and/or basic attacks (?)
4. Pick up/drop props
5. A simple field attack/effect.
6. Dummy enemy.