Asset list: Character model Enemy models breakable blocks gemstone blocks gemstones (scattered like coins) background models ground models above ground assets (ground, background, interactables etc) platforming obstacles Shopkeeper shop layout shop textures (edited)

- https://assetstore.unity.com/packages/3d/environments/dungeons/low-poly-dungeons-lite-177937
- https://assetstore.unity.com/packages/3d/environments/landscapes/low-poly-simple-nature-pack-162153

For our blockout we decided on basing our levels on the paper prototype we did. The player character will start on the surface and go into a cave to progressively get deeper into the cave. Mining breakable blocks and mining ores to collect gemstones that will allow the player to spend those collectables at the shop. For the level itself it will be a 3rd person perspective, with the camera facing the front (similar to how the camera works from the first lab assignment) with the player descending through the level. This means that each level will be vertical instead of the standard horizontal for platformers. The blockout will follow suit and be a vertical style level focusing on a small space with a bunch of platforming challenges instead of large open spaces (since you're in a cave).