The Project

Using all the skills I've learned from this degree, I'm creating a small 3D game called BIT_BOT.

The game follows a robot named BIT_BOT who wakes up in a mysterious world. It will feature clever puzzles and fun platforming mechanics with a low-poly pixel art aesthetic.

Some inspirations include:

Tunic, & Monument Valley for their beautiful isometric scenes.

The Iron Giant, for exploring purpose and the relationship between machine and nature.

Portal Series, for puzzle mechanics and the sense of exploring a mysterious, abandoned technological world.

Hollow Knight, for the atmospheric storytelling and the feeling of uncovering a vast, interconnected world, with progression through acquiring new abilities.