Game description

I would like to create a game similar to Hyper Light Drifter and Hollow Knight. It is a third-person hack-and-slash 3d game where you control a knight with light powers to destroy the force of darkness. While exploring the world, you will unfold and discover the truth of the corrupted world. I want this game to look pixelated and cartoony while being gory at the same time.

For the combat mechanics, depends on the weapons you choose, you can have different attack patterns and combos. After defeating the enemies and using a certain weapon, you can get perks and combo attacks. You can customize your combo to your liking such as a mix of light attacks or heavy attacks or an all-out heavy combo. If you enter a small room or a hidden room, the perspective change 3d view into 2d to create a narrow and immersive feel.