# Hextris

Genre:

Third person action-puzzler

## Target Audience:

Fans of tower climber games, puzzle games

## ESRB:

E

Game Summary:

Wasd controls for horizontal movement plus space for jump, camera is controlled with mouse

## Target Platforms:

PC, maybe Switch eShop/mobile at later date

## Required Licenses:

No licenses needed beyond Unity (name might have to change eventually)

## Competition and Marketing:

Tetris x Spellcasting, emphasize social aspects (leaderboards, Twitter integration, etc)

Designer and Creation date:  
Austin Janzen, Wed. May 11, 2022