

Dexterity

Concept

The player has awoken in an unknown treatment facility, lay before them are a set of puzzles which test their dexterity skills in jumping between platforms, aiming and logical thinking.

It is:

- 3D First-person perspective
- Platforming-inspired game
- Features

Goals and Objectives

The player must work their way through:

- jumping/platforming puzzles
- aiming challenges
- physics puzzles

Controls / Interaction

The player will be able to interact with the world through:

- WASD + Spacebar controls
- Captured mouse movement
- Mouse-button presses

This will enable them to move and jump onto platforms, move the camera to do so and be able to shoot weapons at targets.

0.1 Core Mechanics