Dreams

Base the idea of your game on a dream you’ve had

3D – First Person

Dream must be experienced through the player’s eyes. 3D is required.

Solo

No teammates for this project. Working together is okay but game needs to be your own.

Brainstorm –

First person platformer

Spawning cubes float in place

Rotating Rooms

Get to the bed

Get to the house

Combat - control gravity

**Steps**

Create main mechanic