Project: "Skyward Islands"

- **Type:** 3D

- **Genre:** 3D Collectathon Platformer

- **About:** Think *Super Mario 64* on a smaller scale. A floating island level where the player controls a 3D character (e.g., a rolling ball or a simple humanoid). The goal is to collect 10 hidden stars scattered across difficult jumps, moving platforms, and simple puzzles.

- **Technical Requirements:**

  - **3D Physics:** Fine-tuning Physics Material (friction and bounciness) so the character doesn't slide off edges.

  - **Moving Platforms:** Kinematic rigidbodies that move back and forth, and logic to parent the player to the platform when they land on it so they don't slide off.

  - **Third-Person Camera:** A camera that follows behind the player but can be rotated with the mouse (Cinemachine FreeLook).

  - **Level Design:** Utilizing Unity's ProBuilder (or basic primitives) to block out a fun, 3D vertical level.