Tardis Qualities

In order to achieve this effect we'd need to generate a semi realistic layout of a smallish building and utilise a portal system to seamlessly transport the player to the rooms. This same portal system will be leveraged to move the player between floors in the castle and by secret passages.

This should lend to the magical nature of the game, as well as add a "quality" of the exploration.

Revision #2
Created 2023-01-16 09:05:37 UTC by Quildra
Updated 2023-01-16 09:09:44 UTC by Quildra