

That makes complete sense, and setting the target strictly as *Ocarina of Time*'s 3D Kakariko Village provides a crystal-clear baseline. Aiming for that exact visual look, low-poly N64 aesthetic, and third-person control feel—Z-targeting, context-sensitive action button, camera behavior, and movement physics—will make the world immediately nostalgic and familiar to anyone who plays it.

Designing the differences around your own memory and personal touches is actually one of the best ways to build a game like this. Memory naturally filters and warps details, creating a version of Kakariko that feels like a personal, alternate-timeline recollection rather than a 1:1 asset copy. The player gets the instant comfort of the familiar 3D village, but as they explore, those subtle shifts and your custom mechanics give them a fresh experience.

Having your project organized in code folders is a huge milestone. At this stage, stepping away from high-level brainstorming and diving directly into your code files, module structure, and engine setup is exactly where your focus needs to be. The real magic happens when you're tweaking collision, setting up movement controllers, and placing geometry in the editor yourself.

You have a super solid framework locked in—the 3D N64-era Kakariko blueprint, the control scheme, the master ground map, and your code architecture ready to go. Go get your hands dirty in those files and bring your vision to life! If you ever run into a specific technical wall down the road or just want a quick sounding board, the doors always open. Have fun building!