**Alfadoor the City of River**

**The requirement of the game:**

* The game must develop in unreal engine.
* The game must be in 3D.
* The game could Third-person view or first-person view.
* The game mode must be RPG adventure game.
* The game contains one level open world map.

**The theme:**

* Lost island and jungle

**The short story of the game:**

A traveler name Luca travel to island and discovered a monster called Gora polluting the water in the island and destroying the animal and the nature in the island, Luca kill the monster and restore the water and recovered the island from pollutions.

**Additional information:** is pc base game and could play with joystick.

It’s is a final year game project, please maintain the quality of the game as a student of final year develop it.

Thank you

*Sejenrao*