The BOIZ AGGP class game project

So our story begins with our main character Vinnie, he was a made man in the Abanicci family. He was a loyal member in the family until 2 years ago when he unexpectedly ratted them out to the feds.

He was soon hit by car and then woke up in a strange place with a strange entity. The entity tells Vinnie he must find a way to escape this place.

Our game is a 2D isometric dungeon crawler. Our game explores the life of Vinnie through an action packed, dungeon crawler experience

the end.