**U of RPG**

**Meliora - Online**

**V. 1.0**

**BY**

Bradley Beyers - Head of AI

Alex Hankin - Author and Co-Head of Art

Santiago Loane – Head of Art

Aaron McClure - Head of UI

Graeme McGuire – Head of Game Mechanics Jacob Niebloom - Head of Backend Naropa Perez - Head of Animation Hayden Shiff - Co-Head of UI

**10/11/1**

**Revised Proposal (Revised Version)**

This proposal’s purpose is to serve as follow-up to our previous revised proposal and the comments received. Upon receiving the comments of our revised proposal, the U of RPG project group realized that we were unaware of what was expected of us for our revised proposal, and have decided to write a fully revised proposal where we provide fresh corrections and an updated look at the size and scale we want our project to have. We apologize for the misunderstanding when writing our previous revisions