Problem Statement

I want to develop an adventure/RPG that is affected based on what you do, the game changes based on how you interact with NPC’s and the decisions you make.

The player will wake up in an unknown place and will have to decide the outcome of his own fate, does he stay, escape or destroy everything? My goal is to make an enjoyable game.

Main areas:

* Dialogue
* Questing
* Character controller
* Player inputs
* Story

Learning Goals

* Game design
* Unity
* Game engines
* Environment creation