Problem Statement

There are not enough RPG/adventure games that is affected based on how the player plays and what the player does.

We will be using what we learn in our course and from our research to make a third person RPG/adventure game which will change based on the actions the player take. The player will wake up in an unknown place and will have to do what he can to get away and to find out why he is there. Our goal is to make an enjoyable game.

Learning Goals

* Game design
* Unity
* Game engines
* Character creation
* Blender(3D creation)
* Environment creation