**Classic Adventurer**

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Game Idea:

A simple hero (Adventurer #3) lives in a small-town. The vampire of the kingdom kidnaps the adventurer’s sister and Adventurer #3 must travel across the land to gather weapons to defeat the vampire and meet people along the way. He will train on monsters to become stronger. It will be a small game but a lot to explore.

Characters:

* Adventurer #3: You, the player born in a small town and travel to may places
* Your sister: She is friendly, she never has left the town and she look up to you as a role model
* Vampire: She/He kidnaps your sister because she/he wants blood.
* Townspeople: Just doing normal things like farming or blacksmith, they hear rumors of ancient treasure which may help you in your quest
* Zombies: Low Level Mindless creatures who the vampire rose from the dead to guard his home
* Goblins: Mid level creatures who serve the vampire and love to cause mayhem
* Werewolves: High Level beings who loves the taste of humans and serves the vampire and as a reward get the victims of the vampire when the vampire is finished with them.

Game Win/Lose:

To win the game you must defeat the boss and free your sister.

You lose if your hit points reach 0, you can heal along the way with special items.

Progression:

You collect weapons or enchantments a lot the way. You can buy them or collect them from monsters or find them in caves. As you meet people, they can guide you to these objects if you help them.

Sources of inspiration:

Legend of Zelda series, Runescape and the Mario series were great inspirations to this project.

What skills I am looking for?

I am looking for someone who can work with me to develop battle scenarios and help with landscape and creativity.