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Title: RPG game

Description: A graphics based computer game that allows a user to customize the main character of his story, and watch as different events change the attributes of the character, and how he impacts the environment around him.

Functionality:

- User can create a new character, with different classes / jobs as options
- Depending on the choice made, will impact the attributes of the character
- Events in game will morph the character, and by the end will be a mesh of different attributes
- Will be scalable, game events can be added later to expand the story
- Interactive story will make the game, events, and character unique to the individual user
- Will use different graphics models to make the game visually appealing