1- Team Name: Project Arcanum

2- Team members: **Zachary Lelièvre and Maximilian Coreachin**

3- GitHub : <https://github.com/Dizrain/mysticvalor>

4-Project: Mystic Valor is a single player 3D top-down fantasy RPG that takes the player into a new vast magical realm that is ready to be explored. Just as in any RPG, the main character is customizable entirely by the player. The player chooses their own desired name and can customize the character later with different sets of armor. Preferably, the game should include features like gathering resources, crafting, enchanting, upgrading skills, etc. The main selling point of the game is a new approach to progression. There will be no predetermined classes in Mystic Valor like in other RPGs, instead, the player will have the freedom to pick from the multitude of available equipment and decide what suits them best for their playstyle. This approach will give players flexibility as to which spells, they want to use or upgrade. Mystic Valor is an ambitious project with more interesting features to come if all goes according to plan. Future features would include dungeons, arenas and multiple levels that will all make the progression of the game more interesting. After finishing the quick tutorial in the beginning of the game, the player will be thrown into that new world filled with trees and other resources that will be useful for future advancements. The final goal of the game is to defeat all the bosses and get all possible advancements and items throughout the game.

5- Plan: Our plan for the upcoming weeks is to first work on the features, since our game idea is already done, we can work on the 3d modeling of our characters and the 3D rendering of the map of our game. Once all three components are done, we could start implementing everything in the game and test the game to see if any bugs or 3D rendering problems.