

NEA Project Ideas

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A 3D, Action-Adventure, RPG – made in Unity, C#

- Similar to Dark Souls series with Elder Scrolls series elements
- Close combat mechanics
- Multiplayer elements
- Characters and enemies with AI
- Character model editor
- Ridable animals - characters
- Inventory system, allowing equipping of weapons, armour, consumable items
- Levelling system, increasing player attributes e.g. health
- Trading systems
- Boss battles
- For PC (Windows, MacOS, Linux)
- Supports controllers e.g. Xbox 360 controller
- Etc...

A 2D, Fast-Paced, Precision Platformer – made in Unity, C#

- Similar to Super Meat Boy with Shovel Knight elements
- Battle mechanics by stomps from jumps and chargeable weapons
- Multiplayer elements, both friendly as well as enemies (battle arenas?)
- Simple as well as advanced AI movements
- Hard platformer jumps
- An unforgiving, hostile environment (blocks that kill player)
- Boss battles
- Multi-platform, for PC (Windows, MacOS, Linux), Smartphone (iOS, Android) and Web (WebGL)
- Supports Xbox 360 controller
- Etc...

A connect 4 game – made in Visual Studio, C# and Gtk

- Copy of Connect 4 Game
- Self-designed windows in Gtk
- Single-player as well as multi-player, with teams or no teams
- Simple to hard AI players
- Customisable board dimensions
- Customisable number of counters to win
- Selectable counter colours and patterns on the counter
- Selectable board
- Etc...