**Plans and Progress**

Initially, the project was of course was discussed, the game was came up together as a team effort, going through each member’s idea to find the most suitable one. Fortunately, we all had a similar idea of making a video game, so that was quickly agreed upon, but only after quite a while of planning and debating, that this particular game was decided upon.

At first we were going to make a game called “Garen”, a name based on a character that already exists in another game which was league of legends, making our project sounding more like a fan-game of the whole franchise. This was obviously later changed because we wanted our work to be fully original, our own creativity. But still most of the discussed gameplay assets are kept, because it was simple and straight forward, fitting to any game that’s titled an RPG game.

Eventually, KnightforcexD was born, with gameplay consists of battling mobs and puzzle solving, player’s progress are marked through the leveling system and like any other typical PRGs, game items are collected to help players go on with their increasingly hard journey that the game offers. Initially, we were only going to make it as a traditional game, for entertainment purposes only, but then it was extended upon as the project continues to be worked on. A play-to-earn aspect was added to the game, since we saw a trend forming and growing regarding to NFTs and crypto, we have decided to make something related to such a thing, proposing the idea of letting players sell in game items through blockchain platforms.

Getting a good idea for the game is one thing, but starting to execute on it is another, we once again had to pick a game engine that was suitable for what we were trying to achieve, RPG Maker VXAce, Unity, Unreal Engine, Godot, etc. But at last Unity was selected for its popularity amongst beginners of the C coding language, plus it already has a built-in platform where we can publish our game on. Additionally, it provides clients with a ton of resources and assets like accessible materials and free instructional exercise illustrations

First of all, every game needed a menu screen, for players to be able to remotely start interacting with the game, hench why it was the first thing to be developed. The Hud design and the different options that the player pick such as starting a new game, loading a saved file or settings are all decided and later content of them are developed upon those. So this was the first thing that was actually completed during the course of developing the game.

Creating an original art piece for the background of the menu screen alone, was already very hard on itself so we decided to hire out people from a 3rd party source for not just the menu background screen but all the visuals that we want to add to the game. Although Unity did provide us with many useful visual aspects, we were keen on making it as little repetitive as possible, hench why it has led to buying art pieces and character design, to ensure its originality.

Now that the menu screen, the very first impression of the game to players have been established, the next problem is to working on the actual content. The plot was the next in line to be written out, we needed it to be compelling and interesting to follow since the plan is to have players play through many different levels of chapters of the story, it also has to be original so we have decided to write it out on our own, with our original main protagonist who has an appropriate backstory, whose goal is to prevent the planet from being invaded by ancient monsters.

Although there was a vision to make it multiplayer compatible after players has completed their main quests and stories, that might have to be postponed due to the complexity of having to open up a server for people to play multiplayer in, plus the development for appropriate player interactions online will take a lot of time to do, so that is a plan for the far future. But of course, the plan to make it an earn to play game persists, we will have to find a way to connect the game to blockchain platforms, creating a bridge to help players sell in game items as NFTs for crypto, this part is particularly important because it is the identity of our game, one our main focus as to why it can be attractive to new players around the world.

Another important aspect of a good video game is also the sound track and sound effects of it, the right selection of those brings the right ascetics to the game as well as enhancing the overall experience for players, but due to the severe lack of time, loyalty free music and sound effects taken from youtube would have to do, there was no time to mix our own music or the budget to buy or create sound effects.

After the gameplay, the npcs and dialogs are coded and put into the game properly, it is of course still essential to test it out for any bugs or glitches, any holes in the development process that were missed. Which was achieved by looking for a handful of play testers to test out a small section of the game that was completed, who were mostly our friends and families, the reason being we were not prepared to release the game to the public just yet.

In conclusion, what I am sure we can achieve over the 4 weeks given is having a working demo of the game, with an interactable menu and fulling functioning combating and puzzles system for the 3 levels we make, although the play to earn aspect is there, it is still no where near the vision we had in mind, considering how much it might work as well as the popularity of the game on launch.