

## **“Project Quasar” -FPS/ Open World/ RPG**

My team seeks to develop an XR/VR open-world, sci-fi, exploration game that takes inspiration from games like Mirrors Edge, Halo, and Ratchet and Clank. This game will feature First Person Shooter game players, several different weapons, and obstacle courses within many of the areas within the game. This game also takes inspiration from RPGs like Final Fantasy, specifically their inventory, skill tree, and level-up systems. In regards to the progression of the game, you start off on Earth while aiming to complete 15 other planets. Your hub shall be a space station that you can teleport to, either refill your inventory, acquire ammo or craft different items. Head to different planets while fighting off smaller mobs of enemies until you reach the main Bounty.

This game is about a Space Mercenary that goes on different jobs to acquire a bounty for each assignment he's given by his customers. However, it seems the bounties get more and more dangerous to the point where the entire Milk Way and Andromeda Galaxy could be destroyed. The game does in fact take place in a Futuristic styled version of Earth.