

GP2 Proposal

For the final project, I want to make a first-person **MEDIEVAL ERA** combat game.

This will be a class-based dungeon crawler type game where the player must fight their way through enemies and grab the **Golden Goblet**.

The player will be able to choose from 3 separate classes:

- Knight
- Prisoner
- Peasant

The main mechanic of the game is going to be the combat itself and I want the focus to be on the player's timing.

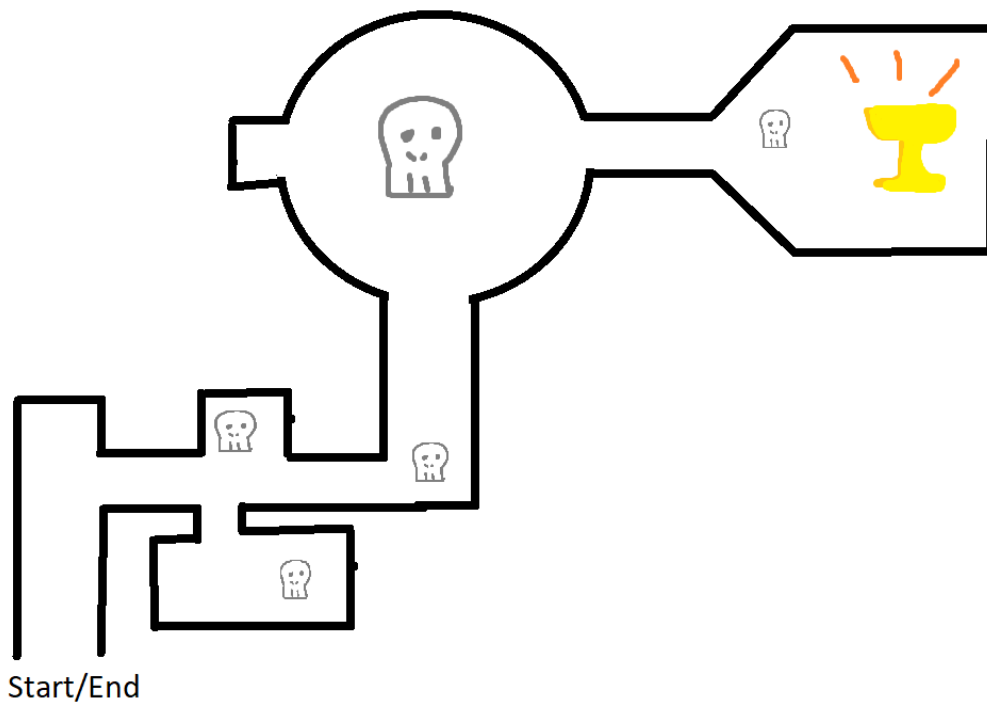
I'm drawing inspiration from games like Chivalry 2, Dark and Darker and Mordhau where timing is important for your survival.



Chivalry 2



Dark and Darker



Rough Level Idea