Development of Computer Games and Interactive Applications

# T120B166

# Custom topic

# I’ve selected a custom topic for my game, which is based on survival. The main story is that the player was walking through the forest when the storm came and he lost the path. Now his main goal is to get back to home. That’s the main plot. The player will have thirst and hunger needs, temperature level, health points. If the player isn’t hungry or thirsty life points will slowly regenerate. Player can lose health points from NPC’s, fall or other sorts of damage. Also if the players body temperature is too high or low, he will also take damage. The game will have a vast area open map, with clues which lead back to home. There will be day/night cycle with big temperature differences. The player will have to maintain stable temperature.