You have just been hired by a new game development company. Huzzah! They have put you in charge of coming up with their next game: A 3D game that will make millions\*!

They have a few specifications they want you to adhere to:

* Art:
  + You may use free assets/scripts found in the standard assets, asset store, or online
  + You must design at least 8 pieces of your own in blender
* Specifications:
  + Must save player progress in some way/shape/form
  + Must include some sort of storyline/story arc. A reason for the player to be there
  + Game must include at least 2 sequential objective lines
    - Eg: You have to complete the “kill ten spiders” quest before you unlock the “defeat the spider queen” quest
    - Objectives must be visible through some sort of HUD/menu (custom design)
  + Must include a start/pause menu, and a win screen (if possible to win)
    - All buttons/fonts/UI must be customized (not the standard font or buttons)
  + Focus on replayability
    - What have you built into the game to make people want to come back?
      * Speed run mode
      * Difficult to find collectibles
      * Varying difficulty
      * Player choice
  + Game should not be “beatable” in under 10 minutes
    - Not all collectibles gotten, storyline finished, quests completed, etc

Games will be critically reviewed for a few things:

1. Cleanliness – Is the game clean. the HUD is not cluttered, no collision issues on the nav mesh, etc
2. Theme – All assets follow the same artistic theme. If low poly, then all is low poly
3. Progression – Is it clear what the character is supposed to do? How do you make this flow naturally?

\*this game will most likely not make you millions