The untitled rpg game was created with Unity and built and designed for mobile play. The theme and gameplay is based off and inspired by Baldur’s Gate 3, a video game that takes the system of Dungeons and Dragons, and altered to fit mobile gaming. The parts I worked on include:

* Dialogue system that gives the player dialogue options that lead to different outcomes
* Stats and money system for battle and dialogue persuasion
* The hallway and final boss battle scenes
* Area, gameplay, and story progression design