Game Genre: RPG single-player, Gore, violence

Name: TBD

Theme: Fantasy dark,

Lighting/sun: fixed.

Game proposal: 3D third-person character with focus on the lore and game mechanics.

Requirements/prerequisites:

Game engine: Unity.

Language: C#.

3d model & animation: Blender.

Characters: Human, TBD

Height: normal

Weight: normal.

Gear/item: TBD

Level: no level (talent base).

Talents: one talent tree for one game(so players can roll different talents on re roll)

Environment: Jungle, Village, town, outposts

NPC: TBD

Monsters:

Animals:

**Game mechanics:**

Attack: Swords, maces, bow, dagger, staff, TBD

Attack animation: TBD

Left-mouse: Attack

Right-mouse: Block/parry

Move forward: W

Move towards right: D

Move towards left: A

Move backwards: S

Hit-points: TBD

Rage bar:

Stamina:

Mana (Dawi bur):

Linear: no backtrack.

Damage: TBD

Map size: TBD type: the forest.

Walk-able area: Darksouls reference

Quests: TBD

Sound effects: TBD

Lore/campaign: TBD

Proposal:

1. Strong boss in the beginning.
2. Pu Zara NPC. Rage mode. Chem/Khandaih tawn hriam keng.
3. Dark theme for dark boss fights, evening for monsters.
4. Lal in quest a pek a reward tha deuh pe( item/ unlock hidden item from merchant to purchase)