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| Fantasy & Ash (Final Report) |
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# Introduction

## Scope & Content

## Inspiration

- Early JRPGs (Final Fantasy/Dragon Quest)

o Video Game

o the early JRPG game have influenced this title through its story telling, gameplay mechanics and graphical style. Specific influences may be prevalent in the games combat mechanics and overall style.

- Fantasy Novels (LOTR/Redwall/Grimgar)

o Literature

o Fantasy novels will influence this title through their world building and storytelling styles. Fantasy novels can build large believable worlds, and while that will not be in the scope of this project, it is something we will be taking influence from.

- Tabletop RPGs (D&D) o Tabletop games will influence this title through the different gameplay styles the player can use.

# Changes / omissions

## Features Not Made into The Game

* Potions

## Features That Were Altered

# Software Design

# Short Description of Game

## Screenshots

# Evaluation

# Summary