**Unity Side Project Idea**

* RPG, Adventure
* Low polygon
* Multiplayer ? -
* 3D + (2D - ?)
* English / French languages supported
* Save
* Medieval fantasy theme
* For computer
* Light weight UI
* Options

Level Design :

- hexagon base tile ?

- random level ?-

- 1 world / multiple level ?

- outside ? cave ?

- probuilder + progrid ?

- low poly water

Rpg :

- inventory ?

- items ?

- consumable ?  
- skill point ?

- skills ? – Melee / range / caster

- quests ?

- npc ?

- attributes ?

Movements :

- walk / run

- attack

- cruch ?

- roll ?

- jump (double jump ?)

Gameplay Ideas :

- when an enemy kills you, he loots and use your stuff (enemy power up)

- bosses ?

- skills based on skill point or based on weapon ?

- real time combat + or turn base - ?