Game Documentations

Project C

A step by step progression in creating a game. The overwhelming things that need to be done to make a game can be too much for people and breaking them down into pieces will be a way to coming closer to building the game. This project will focus on key aspect such as Modelling, Animation, Combat System, Inventory/Equipment System and Crafting System.

**Phase One:**

Combat, Inventory/Equipment, and Crafting System are something that cannot be done without having models and a character with the appropriate animation. During the first stage, we will get the core animation and model needed to progression into the next phase.

Animation needed:

* Walking
* Idle
* Attacking
* Interact
* Spell Cast (also can use interact animation)

Model needed:

* Sword
* Helmet
* Chestplate
* Gloves
* Pants