Aims

The aim for this project is to create game that giving the player an experience of what a fantasy world is like. More importantly it is not just about fighting monsters exploring dungeons, players are also able to experience the life in that world owning estate property, building relationships, having a job not just an adventure such as retailer, politician, miners, hunters, etc. Many things that can do in real life will be replicated and modified to fit a fantasy world. More than that, the world will be extremely big to players can spent many times to experience it.

However, if things doesn’t go as expect such as Time or resources are running out this project will have to limit a few major but don’t changed the core of the games like the world will be smaller in order to save times and resources or a few items or object such as monster, dungeon, animals, plants or jobs in development or planning will be paused. The main priority is finishing the game as good as possible in reducing all the above doesn’t affect the game. The reduced feature can be applied later as an update to the game.