Project description

This project is to create a world that gives the player freedom to experience what a fantasy world is like. Able to roleplay as different races, players are given a fresh take on the roleplay fantasy adventure as they create their own path into the world. “Rebirth” is not a generic dungeon crawler, as it expands on existing game mechanics.

In the world of “Rebirth”, players are given the option to play as many races, from humans to elves to even beast people. Customization is important part of the gameplay, editing both races and classes, players are able to choose their gameplay style that they fit with the most. Incorporating a diverse skill tree, you can become a magic swordsman, agility archer or even a mage tank.

Gameplay will be unique depending on which race and background story that the player picks from. An elven warrior exploring the world after being stuck in the forest for 80 years, to a escaped beast person becoming an adventurer to buy back their family, each playthrough will be different and unique, adapting to anyone’s playstyle. Players are also able to experience the spice of life, managing small farms to big fiefs, building relationships with villagers or becoming a bandit with a group of thugs the possibilities are endless in “Rebirth”.

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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.