During this last stretch of development, many things have changed. Due to issues with creation of third person 2D sprites for the player, the game was changed to first person. This also brought the game to a style closer to the inspiration, and more towards my end goal.
Due to this change, the timeline has changed slightly. As basic game mechanics come first, the asset creation has been pushed further back. More polish is needed. However, construction of the map will be one of the first steps in this.

With an open world rpg, achievements will be very present and important. Each new area will have an achievement for discovering it. Bosses will have achievements for beating them. Secret items and rooms will have achievements. Defeating a certain number of enemies of each type will reward achievements. Like many rpgs, there will be many many achievements, encouraging players to explore and replay the game.

The goal of the game is not to test the player's skill. The story and world is far more important than mechanical skill or puzzle solving. While there will be combat, it is not intended to be overly stressful. However, a basic understanding of first person gaming will be required. Due to the simplicity of the game, this may be a good introduction for people new to this style of game.

The goal, ultimately, is to save Humanity. These goals will first be instilled with an intro in which the gods tell the player to do so. I would prefer to avoid a compass or hints, and instead use environmental storytelling and subtle hints to the player. I may have some hints if the player really needs- these would be found in later playtesting.

Currently, there is little in the way of constant feedback. The most notable there is in the game is the red flash when the player takes damage. With more sounds and animations, this will increase.

I hope that the diverse world and dark story telling would pull the player into the world, but the metaphors of the game should actually make the player think internally and be more self absorbed either during or after.