The purpose of this project is to iteratively create a complex RPG vertical slice to build and demonstrate various skills involved in game development. I plan to post updates in a blog on my portfolio website as I complete each game system or tasks. My goal is to accomplish this alongside posting fully developed, smaller applications to boost my portfolio’s competitive value.

In this project, I will create a full RPG experience centered around a series of small levels for the player to explore. It will be created using the Unity game engine and the C# scripting language.

The game will take inspiration from *The Elder Scrolls IV: Oblivion* and *Dark Souls*. Emulating aspects of their design will help to focus my efforts to deliver a coherent game. I would like to implement a full suite of RPG systems and to focus on ranged, magical, and melee combat.

The core gameplay will be centered around the following systems:

* Ranged, magical, and melee combat
* Inventory (Weapons, armor, and consumables)
* Character Creation
* Enemy AI
* Experience and leveling
* Character stats
* Shops
* Main quest

I will potentially implement the following systems:

* Day/night cycle
* Side Questing
* Dialog
* Companions

During development, I will focus on the following regarding game architecture, programming, and general Unity/C# skills:

* Designer-centric workflows/Modularity
* Reducing/eliminating manager class usage
* Unit testing for pure C# classes
* Creatively using design patterns
* Implementing my own algorithms where appropriate
* Learn and use new Unity packages (the addressable system comes to mind)

I will be using middleware for all game art and animation. I will use Synty Studios paid assets to ensure a high-quality and consistent aesthetic as I am not a 3D artist. I will work with a sound engineer to give the game a unique and appealing soundscape. Any other assets will be obtained either on the Unity Asset store or some other royalty free asset provider website.