RPG

The goal of the project:

This project is one of the freest projects of my first year at Epitech: creates my own RPG.

The main challenge for this game will be to create a complete product using everything that my and my team know.

The game follows the following rules:

- The player needs to have characteristics which you can find in the status menu.
- The player can fight enemies, statistics will impact the fights results.
- There must be NPC in the game.
- You need to implement at least one quest.
- The player has an inventory which can contain a limited set of items.
- The player can earn experience by winning fights and accomplishing specific actions.
- With enough experience, the player can level up, upgrading its statistics.

Me and my team decide to create our RPG base on the famous game The Legend of Zelda. But we named it The Legend of Zolda.

The main goal of the game the player will discover it in the game during his different interactions with the others characters.

Creators:

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Screenshots of the game: