**story**

**Long ago their was a great rising colony in the land of kythia ruled by a great and kind king. The king had five children who each govern a region of the land. One day the king suddenly passed away and the land was divided to see who should rule the kingdom. Upon the autopsy of the king the result turned out to be poison specifically the toxic fungus grown only from the swamp region. Marisma the daughter of the king who governed the swamp region became the main suspect. The daughter flees knowing people would persecute her for her fathers death. With no one to turn to came to you her friend to help her clear her name and find out who really murdered her father. you take the role of the hero that saves the country and eventually prove your merit and become king of the nomads.**

**SINGLE PLAYER**

* **Exploration**
  + **Dungeons**
  + **regions**
* **Skilling**
  + **Combat**
  + **Non-combat (fishing, mining, woodcutting, crafting, etc.)**
* **Resource gathering**
* **Building player based houses**
* **Story mode**
  + **Main quest**
  + **Sub quest**

**ONLINE MULTIPLAYER**

* **Conquer the castle**
  + **choose a clan war to decide who's the first to claim the throne in the middle of the map**
* **World bosses**
  + **Que in with other players to defeat the world boss that threatens to destroy the land**
* **Destroy and conquer**
  + **Gather and craft your resource on this group match**
  + **Players destroys the opposing clans base to eliminate them from the game.**
  + **Last one standing wins**

**Development Time**

* **Planning Phase (2 weeks)**
  1. **Brainstorm theme, Audience, art style (2 days)**
  2. **Determining project scope (1 day)**
  3. **Plan estimate project budget (2 days)**
  4. **Determining contractor availability (2 days)**
  5. **Evaluate and select middleware (3 days)**
  6. **Project pitch**
* **Development theme music (2 weeks)**
* **Design phase (9 weeks)**
  1. **Concept art push (2 weeks)**
  2. **Interface push (9 weeks)**
  3. **Build sample in-engine project (2 weeks)**
  4. **Research and evaluate testing tools (2 weeks)**
  5. **Media campaign phase 1 (2 weeks)**
  6. **Design complete**
* **First vertical slice (27 weeks)**
  1. **First zone environment assets ( 3 weeks)**
  2. **Basic character animation (3 weeks)**
  3. **Core character art (3 weeks)**
  4. **Develop combat engine (alpha ver.) (3 weeks)**
  5. **Develop enemy patting AI (basic) (3 weeks)**
  6. **First zone monster animations (3 weeks)**
  7. **First zone monster art (3 weeks)**
  8. **Interface polish pass (3 weeks)**
  9. **Media campaign phase 2 (3 weeks)**
  10. **First vertical slice complete**
* **Demo video (1 week)**
  1. **Build version for video capture (debug off) (1 day)**
  2. **Capture footage from vertical slice (1 day)**
  3. **Write video script (2 days)**
  4. **Edit footage to theme music (2 day)**
  5. **Add tittles and render final (1 days)**
  6. **Demo video completes**