Our game will be about the journey of a dragon trying to save a princess who is going to marry by force an uncharming Prince. We'll be developing the story a little bit throughout the game, trying to give more incentive to the player to complete the game from a story perspective.

For this we'll create a RPG with an exploration element where the player can walk around a 3D space and meet enemies in that space and enter a different screen where the dragon and the enemies face in a turn-based battle system. They'll also be able to meet friendly NPC that will expand on the story.

We'll have progression through a level system where experience is gained from battles with enemies. This progression involves making battles easier, unlocking new abilities and allowing to advance in the game.