ACCEPTED ... Keep working on developing the world and interactions. The more you do now, the better it will be during implementation..

A great idea for a game. I like the mini-worlds with different things happening depending on what character the player choose to be. This will be interesting to implement.

NAME: An Eternal Destiny

Overview: Earning the right to life on earth, the player must complete three missions

> **Winning:** Successfully complete each mission.
>
> **Losing:** By dying or killing others.
>
> **Other objectives:** Collecting gems in the worlds. The more you collect, the higher your score is.

Player: A ghastly entity who spirits through the world.

> **Weight limit:** Depending on which character the player is will determine how much he an carry.
>
> > **TODO:** How do the gems play into carrying things around?

The World : The world is interesting split up into mini-worlds where the player must travel to accomplish the mission at hand.

> **TODO:** Better descriptions which is good. You are going to want to develop this a bit more to help with your implementation.

NPCs : The player has lots of NPCs to interact with. Each of them have a different purpose. They are specified with their purpose and where they are found (they do not have names).

Scoring: Solving missions using the faster method earns more points.

> **TODO:** This needs to be developed somewhat. Little things can add to the score.

Additional Stuff: Don't worry about how these are implemented just yet. We will work on them when the time is appropriate.

1. Mini-worlds differ depending on choice player makes at the beginning.
2. Different ending based on how you played the game (which animal you will be when the game is over.)
3. Switching between different characters.
4.

Submissions:

Stage	Date Submitted	Date Returned
0	01-24 11:59	01-27 via Moodle
0	Friday, 31 January 2014, 9:43 PM	1 February via Moodle