Konosuba-"The Fan Game"

Welcome the world of Konosuba, where everything in this world doesn't make sense but it just makes sense somehow. Konosuba is an anime based on a famous and lovable light novel named " God Bless this World." Me and Alexis thought since we both love this anime so much maybe we can created a game about it. I don't think this project stands out from any video games out there but it does stands amount from a high school project. We wanted to doing something amazon before graduating.

At first I thought about creating a 2D version of Konosuba but Alexis was totally against the idea so we both agree on doing it a 3D "Konosuba Fan-Game" supporting by Unity. I thought about using Unreal-Engine for better graphic but it was kind the of too late since we are almost halfway done with the game, but I thought maybe we can try it out during the summer. The reason why we are unity cause is the only system that we are both familiar with and that are easy to use. If you wanted all the little details that we did on this project you can read it on our wiki that are link below this page

There aren't much of challenge that stop us progress from finishing our project, cause in the past we have encounter those problem before so there aren't that much of problem that can stop us from finish our project. Our project is supporting by Unity version 5.5 64 bit, it has total of 5.0 gigabyte that featuring a full 3D low poly environment. Even though this our finish project but we are still too early to actually to call a actual game.

In the future we wanted to do more experiment with project and hopefully we can publish is game for free and enjoy by everyone.