# AGT Game Description

For my game I have decided to write an MMORPG, however I will want it to have some features of an RTS like The Settlers. Because there is no way that I can write a whole MMO in a year I will only create 1 map with a single village where players will begin and by gathering resources they will be able to expand it into a city and then colonise other procedurally created areas. By creating new maps procedurally and writing an AI that will control the way the civilisation expands I will be able to focus on other areas of the game while ensuring more content. Of course, that's only what I am aiming for. During the course of the module I will be focusing on the following aspects in the listed order:

1. Game menu
2. Game world with terrain
3. Moveable player character
4. Buildings, trees and collision
5. Monsters and their AI
6. Combat and Skills
7. Inventory and items
8. NPC and a quest
9. Database
10. Server side application