

Rise Of The Modern Swordsman

Project Description:

The project will be mainly a single player experience with some coop multiplayer involved. This project will put a focused effort on storytelling and crafting a unique player experience through the various gameplay mechanics and player involvement throughout the campaign.

GamePlay:

Gameplay will include different weapons, movesets, enemy types, bosses each with unique abilities, enemy loot drops, custom player stats. Game levels will be linearly open world. This will allow the player to do mission tasks at their own pace while having a little sandbox to run around and complete missions in. Enemy encounters will happen outside towns and in major story areas to allow players a break when getting upgrades.