Working Title:

8-Bit Style, Top Down, RPG

Summary:

As the titles states, the game will be a top-down RPG using the 8-Bit Style (similar to older popular RPGs). It will be a single player game with many levels (not open world). It will be similar to the Steam game ‘Realm of the Mad God’ in ways that it is very bullet hellish and fast paced, but contains basic RPG elements, such as a main storyline and an inventory/ chest system. I want to stress that I have already created a basic test level map (as well as an easy way to create new levels), fightable enemies (that will attack if you walk within a certain range), a main player that can move (with animations), and fighting/ health system. Since very basic elements have already been made by myself, I consider this project to be a beginners learning oriented project since newbies won’t have to stress about working from scratch. I already have 2 members willing to work with me, so I require 3 extra members for a full team of 6 individuals. Anyone can join, but I really need a story boarder to help create a storyline. I will provide the game, as it currently is, to play as an example for when I pitch this.

Project Length:

Quarter-long project (however it might be year-long if everyone wants to continue working).

Product or Learning-Oriented:

This will be a learning-oriented project.

Tentative Goals:

(In no specific order) Add more characters/ enemies, create a story, create menus, add inventory system, and continue working on the already-developing game.

Previous Experience:

1 year experience in Unity and C#, 1 year experience in Photoshop, 3 years experience in character and background design, and 4 years experience in FL Studio music making.

Optional:

Will use the Unity 5 Engine, Photoshop CS6, FL Studio 12, Tiled, and any other necessary programs. On a side note that is very important, and stated again to highlight its importance, I want to reiterate that this game IS ALREADY 2 WEEKS IN TO DEVELOPMENT and new members will not have to work on a game from scratch.