Project Proposal

My final project will include:

1. Video Demonstration

2. Excel in programming, modeling, or assembly. (You Choose!)

3. More complex than your first 3 projects

4. Project that correctly starts and ends

5. Some kind of On-Screen text that lets the user know what is happening

6. Background-Music combination.

7. More C# scripts such as sound with footsteps

8. Basic UI.

9. Interactive operation such as the attack and injury.

10. Multiple scenes

My basic plan is to integrate my projects more systemic for completing my own adventure game. It would like a magic adventure, the player will against some kind of monsters and other dangers, but I am not pretty sure how the story will be actually. I hope the player can enjoy the standard scene which other great RPG games had such BGM, NPC Interactions, and even the special effects or a complete good story.