**Project – DAY 1**

Title: “Run from the sun”

Objective: Game

Platforms: PC, Mobile

Genre: RPG, Survival

* Gameplay :
* 2,5D
* Shooter, w/e
* Survival
* Walk around – loot items
* Extra stronger characters which can be fought against
* Classes (Assassin, Tank , etc.)
* Inventory – Weapons, Armor, special items, etc.
* Interactions, Quests, Dialog options
* Rocketship battles
* Races, Factions
* Squad
* Personality ( Player and NPC’s)
* ”Story” :
* Ppl vs ppl
* Recolonised planet
* Fight for survival
* Escape planet
* Run away from the burning sun
* Assets :
* W/e is free
* Sound FX :
* W/e is free
* Engine :
* Unity 3D