**Demo description**

The Demo will be a smaller size map but showcase all kinds of features in Badlands

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| **Concept of Badlands** | **Tasks** |
| Fr open-world map | 1. A continuous large scale map 2. Create plains, rivers, uplands, trees and desert 3. Create a boat as vehicle |
| Open-ended Sandbox game | 1. Randomly encounter monsters (bats, slimes, orcs and minotaur) everywhere in the map 2. Some treasure boxes in the map 3. Level up after getting enough EXP from the monster battles 4. Build up the protagonist with equipment 5. Player can SAVE the game anytime |
| Bright appearance | 1. Cartoonish map 2. One protagonist 3. Four kinds of monsters 4. Six human beings 5. Lively Background music |
| Bloody content | 1. A front-view battle mode pops up when encountering monsters or other human 2. The protagonist can attack enemy with weapon and skills or escape from the battle. 3. The protagonist is not allowed to escape from the battle against other human. 4. Enemies drop supplies and equipment for the protagonist |