**Technology Research**

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| **Concept of Badlands** | **Features in RPG Maker MV** |
| Freely explore in an open-world map | 1. Through the Map Editor, I can make an extremely large map without loading many materials for a long time (a continuous large scale map with minimum loading time) 2. The various tiles in Map Editor provides different landforms and terrains (fresh area to explore) 3. Vehicles like boat let the protagonist cross river (explore in various way) |
| Open-ended Sandbox game | 1. Randomly encounter monsters everywhere in the map 2. Typical RPG Level-Up and Equipment system provides a feeling of progress 3. Player can SAVE the game anytime |
| Bright appearance | 1. Cartoonish characters, monsters and maps 2. Lively Background music |
| Bloody content | 1. A front-view battle mode pops up when encountering monsters or other human 2. Enemies drop supplies and equipment for the protagonist |