



AKEMI ISLES

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Overview

To create a game where you play as a traveler exploring the Akemi Isles, a chain of mysterious islands, each with its own story. Uncover myths, solve narrative-driven puzzles, and weave folklore with personal storytelling to restore hope to the people of the land.

Resources



Game engine used to design/code game



Scripting language used to code game

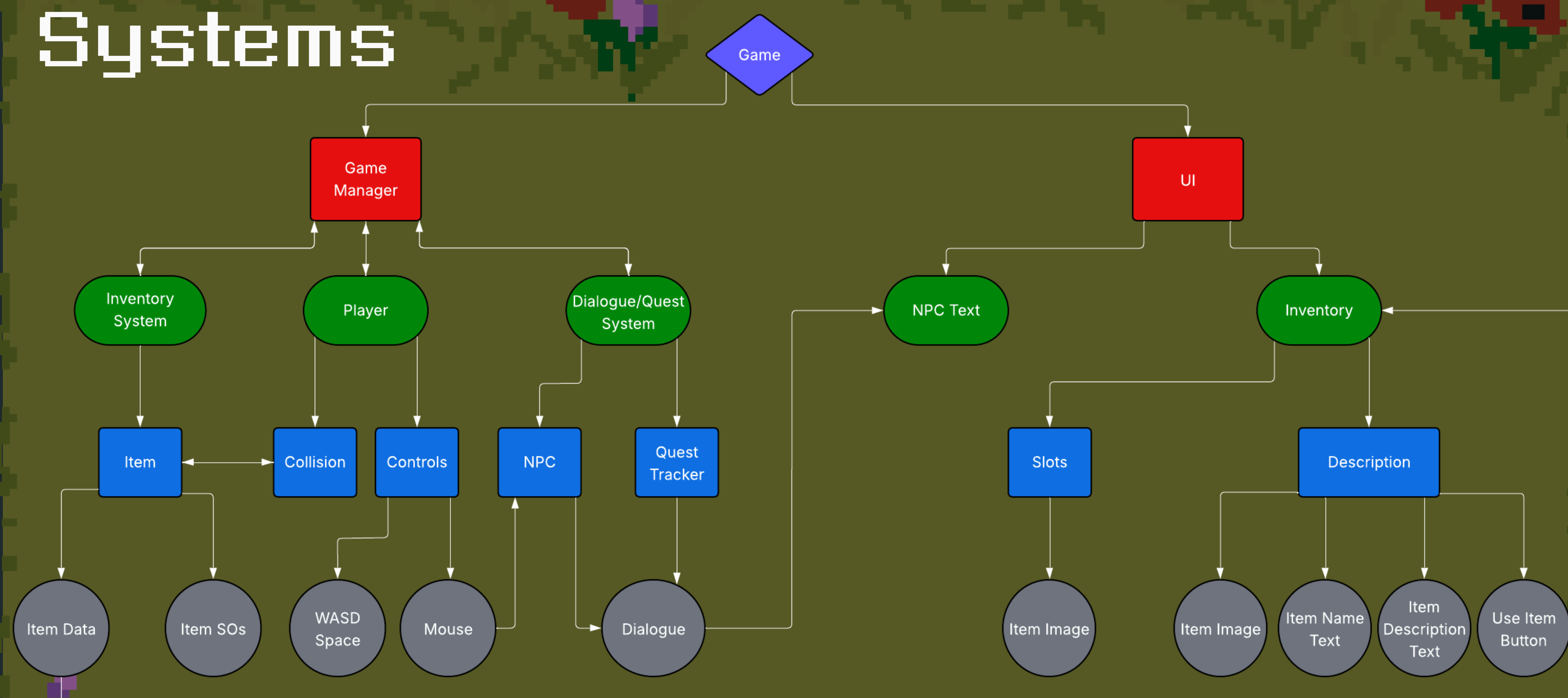


Scripting language used to create dialogue/quest system



Program used to create art

Systems



Exploring an island in the game



Using the inventory system