Final project

-project title,

-the rational

-the methods

-project timeline and milestone

-employability statement (sa zic de ce proiectul asta ma face specialist)

Si sa dau exemple de company la care as putea sa aplic

\*EXISTA UN TEMPLATE SA MA UIT\*

-genre of the game

-platform

-from what I draw inspiration

-story (if applicable)

-target audience

-the emotion I am looking to incite

-what will keep the player playing

IDEI:

-actiunea se petrece in secoulul 11-15 cand se ardeau vrajitorii/vrajitoarele

- every time you are in range, an enemy is set to active, it’s level is scaled as such: enemy\_lvl = Random.Range(player\_lvl-(Math.Floor(player\_lvl\*0.2f)), player\_lvl + Math.Ceil(player\_lvl\*0.5) )

-o sa existe un account\_lvl care o sa dicteze punctele tale de stat de la inceput si cate skill-uri o sa ai active

-there is no description for passives in passive tree (there will be books across the realm about these passives which needs to be found)

-some passive might have both positive and negative effects

-some passive can have only negative effect (can be combined with different passive i.e. passive1: hp drain per second / passive2: everytime your hp drops, your dmg is increased by the amount of hp dropped for a x amount of time);

-special item to unlock map

-special item to unlock stats display