Final Project Proposal

**Proposed Project Title:**

Role-Playing Game Development

**Brief Outline of the Work:**

I will develop a video game that combines elements from both roguelikes and traditional role-playing games in order to create a challenging experience. The game must push the player to experiment and explore while trying to adapt and survive in a punishing word. I am aiming so that the harder a sequence of gameplay is to complete, the higher the reward, in order to create the feeling of fiero.

**Rationale**

The first reason why I have chosen to develop a role-playing game for my final project is because I always loved RPGs (I.e. I have around two thousand hours spent in Diablo 3). From time to time I tend to play other game genres but I always find myself coming back to role-playing games. The beauty of being able to follow a personal progression path, combined with the liberty of exploration and possibility of direct control over difficulty make RPGs an amazing game genre for me.

In terms of popularity, role-playing games are situated, in most of the charts, in the top preferred game genres (**bibliography**) therefore where there is a consumer must be a producer and job offers, as well. My goal with this project is to create an appealing game that will demonstrate my designing skills to companies such as Blizzard Entertainment (for the Diablo series), 2k Games (for the Borderlands series), Bethesda (for the Fallout and The Elder Scrolls series), Runic Games (for the Torchlight series), Deep Silver (for Sacred series).

The reason why I am choosing to add certain roguelike elements to my project is because I want to create the feeling of accomplishment through struggle and reward. The roguelike genre has the permanent death, as well as high focus on exploration and uncertainty, elements which I am really interested in applying myself in my final project.

**Annotated Bibliography**

**Game engine: Unity**