Final Project Proposal

**Proposed Project Title:**

The project’s title that I am working on for this final year is “Role-Playing Game Development”. Over the development period the title will change into a more specific one that can better reflects the game.

**Brief outline of the work:**

For my final year project 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’s target is to push the player to experiment and explore while trying to adapt and survive for as long as possible in a punishing and cruel world. A key design element for me is to create a strong feeling of fiero through hard and challenging sequences of gameplay that ultimately will greatly pay off. The harder is to succeed, the substantial the prize will be. The main skills that I will be focusing on will be designing and programming and secondary, 3D modelling and animation.

**Narrative and gameplay**