**BCITA (unofficial)**

**Genre**

* RPG, Role-playing, Puzzle

**Background**

* The story of a new BCIT student
* Game progression is on the user going through each building
* Unlocking different buildings with completed quests or obtainable items
* Level progression will be from gathering XP from either battles or quest completion
* Objects or key items will be obtained from mob drops, quests, boss fights, finding key NPC

**Characters**

* Main Player : BCIT student
* NPC : Librarian, classmates, securities, instructors, tutors, Counselors, etc

**Maps**

* main : BCIT Burnaby Campus
* SW01
* SE02
* Gym (rec centre)
* SE14 - Library (final stage - H&R’s office)

**Main Objects**

U-pass, Student Card, Lock&Locker, Student Agenda

BCIT Hoodie, S&A brochures, Stand (food)

Gym (choice of objects) Dumbbells ,Basketball, Tennis racket, boxing gloves + Character grows a little when they lift.

Certification of graduation,

**Monsters**

* Crows
* Advanced transit bus
* etc

**Ultimate goal of the game**

* help new Bcit students to understand how to survive by giving tips and ideas through this game

**Target User**

* BCIT (new) Students

**Reference**

* UNDERTAIL(steam)
* Pokémon(Nintendo)