# Written Assignment 4

Develop a Nonplayer Character. This usually means a person in a game not directly under the player’s control. This could be the enemy, a sidekick, a helpful villager with information to share, or it could be an object that has personality, such as a very involved weapon, or possibly a useful piece of scenery with idiosyncrasies. An example would be a crate that might be useful for climbing out of a basement, except for its penchant for running away whenever you try to step on it. (The solution is first to set the crate on its back.)

Sketches or drawings with annotations would be a nice addition, but all that is required is a clear description sufficient for an artist’s rendering, including various attributes and how those attributes further the story. Since artwork adds to the cost of designing a game, your NPC should be useful on more than one occasion and in different ways.

The NPC I am describing is called the Guildmaster and acts as the the only npc that the player interacts with outside of the Idle stage. He is an older man who instructs the player in the tutorial section and also acts as a shop keep for different perishable items and chests usually accompanying each purchase with a quip of some kind.

The Guildmaster’s appearance is that of an old man who looks like a simple tavern keep wearing a white shirt with rolled up sleeves and a darker vest over top of it. he is also wearing dark pants and a brown apron. the guildmaster has a hairless head and a large grey handlebar mustache that sits under a bulbous nose. his eyes are “squinty” and he has a broad stature being wider at his shoulders than he is at the hips; like someone who has done his fair share of adventuring in his day.

The Guildmaster should act like he is a sort of mentor character to the player but not like a father figure, closer to an uncle or older brother. one that makes fun of the player for their screw-ups but offers help when needed ( with some time spent poking fun at the character in the process).