SD4 proposal

The idea is to make an isometric game using unity and coding with c#. The player moves with w,a,s,d and aims with the mouse. The game will have multiplayer where each player can create their own server and others can join them. There will be multiple classes for players to choose from and each character is persistent and saved on the player’s computer. The worlds players make are also persistent and are saved on the player’s computer as well. Characters can go between different worlds while keeping all their stats and gear. In the world when you clear an area of enemies you can build a temporary base and enemies stop spawning in a circle around the newly constructed base.