**The Vision**

I intended this software to become an RPG video game of sorts. I started small, working with simply how the engine software actually functions, then I started work on the map, then Mobs. I had the most fun working on the architecture of the project over anything else, but there is still so much innovation ready to be found.

The game is meant to be open world, where you travel from town to town with large environments in between. The people inhabiting this world are in need of help. All of them need help from the dangers behind the main story arc, others need help on a more personal basis. Think modern day Fallout 3 questing, mixed with retro RPG graphics and The Legend of Zelda type battling. Golden Sun inspires the music soundtracks. Google all of these games to understand what I mean if you don’t already.

After many hundreds, even thousands of hours working on this engine, I started to find that this engine was a far larger task than I had thought. The original vision is still possible, but so much more needs to be done before it starts to be seen.