Project Ideas

# Project Idea 1

## General idea

This project will feature an Action RPG inspired by the series of **Zelda** games with 2d, pixel graphics, real time combats, a storyline progressed by doing multiple quests, main and optional, given by NPC, killing monsters, gathering equipment, etc. overall a typical RPG experience

## Features:

* A 2d pixel art world with different regions, areas, dungeons and towns.
* Procedurally generated dungeons
* A main storyline to follow with the choice of optional side quests
* A level system and a status system that increase the player stats with every time the player character levels up.
* A choosable player character that has some basic mechanics: moving, rolling, crouching, carrying, throwing, attacking with different weapons, etc.
* State machine for the player character.
* Different unique tools and items with different mechanics that heavily affect the gameplay
* Scalable and versatile systems for:
  + Enemies: 3 main types of enemies include region type enemies, dungeon type enemies and boss type enemies with different states and stats
  + Combat: changes playstyle and stats based on what weapon the player character is currently using
  + Entities that can be interacted (liftable, throwable, destroyable, lootable, talkable, useable)
  + Item & collectables
  + Unique items and tools
  + Dialogue & responses for NPC and main story line bosses
  + Shops and item unlocks
  + Quest flags
  + Saving & Loading with multiple slots

## Possible Technologies

- Concept design and animations: **Aseprite**

- Engines for game design and programming: **Godot** (preferable)**, Game Maker studio 2.3**

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