What is it?  
‘Nortasuna’ is an emergent 2D game in which the player is assigned to steer an artificial in-game character to complete a quest. To do this, the player is given a set of tiles and loot boxes which can adapt the in-game character’s personality. This results in the artificial character changing his/her priorities and therefore, this character will complete different tasks.

What did I do?  
In cooperation with one other project member, I have been responsible for the creation and documentation of code in this project. For this project, I have primarily focussed on the creation and optimisation, of the artificial characters’ behaviours and personalities. During this project, I have also taken part in the general game design.

[Download here!](http://drive.google.com/open?id=0ByiQxOnVn9rKUnBZR3RSX0l3ZTQ)