/

Concept

**Environments**

Based on:

[Country: fantasy])

Time: 1774 (fantasy)

City: gemstone lake

**Theme**

Action – Fighting and magic

[Weapons (Melee/Projectile/Magic)]

Adventure – Open world explore around to progress the story explore and complete quest for items

Level Design

**Viewpoint**

Experimental stage:

3rd person: See it from above shoulder view.

**Main character**

Gender: Male

Age: 24

Family: (killed in natural disaster)

Height 6’4ft

Body: average

Inventory Slots: 8 (increased with items)

Health: 100 (Not including with clothing/armour/potions)

Stamina: 100 (Can be improved [Stats points])

**Support Character**

None

Character Design

**NPC**

Main Story NPC: Yes

Quest type NPC: Yes

General NPC (Just to talk): Yes

**Interface**

Health, Stamina,mana, Inventory,

Inventory: Storage, Equips,

**Buttons**

Start screen: Start button.

Main menu: Start, New game, Continue, Load, Settings, Exit.

Pause Menu: Start, Exit, Settings.

Settings Screen: Controls, Graphics, Audio, General, Misc.

**Obstacles**

Weapons: swords, hammer, magic, shield

Food: store bought food

**Obstacles**

Enemies: monsters, quest bosses, (hostile mobs that just want to hurt the main character) enemies that are either guarding treasure or after the same treasure as the main character.

Locked Areas: certain locations of the map

Barrier: End of world (Tutorial/Trial)

Assets

UI Design