**Game Idea**

My games genre will be more of an action and adventure based open world genre with a fantasy theme.

It will be based on a man, who lost his whole village in a natural disaster, he now seeks to revive them by acquiring an artifice within a dungeon.

The viewpoint will be 3rd person perspective while the gameplay combat would be more of a hack and slash.

Ide set the inventory having a limited amount of capacity with purchasable items to increase the limit, their would-be quest rewards to acquire currency for these items.

The armours would increase or decrease the speed and strength of the player. Defeating some bosses will drop items you can pick up before proceeding to the next level.

The game will have different types of enemies some with melee weapons, some with projectiles and some bare fisted, beast and mages based on the location and quest

The game will have missions both main story and side quests/story. How it is played is up to you, but as you progress the side quests will reward the player with currency and items how good the items are will depend on the difficulty of the quest.

The game will give achievements based on the quest completed and the percentages of the games finished