Brief Introduction

- Rodrigo
- Jin
- Kyle
Abstract

- The video game will focus on creating a player-character connection throughout the storyline with the use of interactive gameplay.
- The main features of the video game will incorporate the use of objective based level completion, player controlled combat system, and advanced graphics implementation.
Introduction

- Unity
- Characters
  - Basic Statistics
- Battle System
  - Player Turn vs Enemy turn
- Skills
  - Magic damage skill, Healing skill, and Physical damage
Background

- What is Unity?
  - Game Engine
  - Frameworks

- Who made Unity?
  - David Helgason
  - Joachim Ante
  - Nicholas Francis
Method

- Character Interaction
  - Shops, NPCs, etc.
- Enemy AI
  - Reinforced Learning
- Environment Interaction
  - Objects
  - Puzzle Elements