Committee Members

Harry Walsh
Robert Lauer
Steven Gutierrez
Scott Lax
My goal was to create 3D, RPG adventure game where player can explore the map, enjoy the scenery, and encounter fantastical creatures.
Gameplay

- Unreal Engine
- Fantasy RPG

- Main objective is to explore the environment and discover monsters
Player Character
NPC
DEMO
Future Plans

- Modeling and implementing more monsters and characters into the environment
- Fleshing out my story more; actually giving the player a reason to complete missions
- Finish blocking out the village where the player will interact with NPCs and accept quests
- Get quest system working
- Customize UI
Credits

JRPG Template (T-Games)

Handy Quest System (Mostarda Studios)

Stylized Forest (IsaiahJolee)

Mixamo Animations
Bibliography

- “JRPG Template Documentation” T-Games: jRPG, 2018
- Jupiter Hadley, “So you want to make an RPG game? Here’s what you should know” https://gameanalytics.com/blog/so-you-want-to-make-an-rpg-game-heres-what-you-should-know/, 2018
Questions?
DEMO