

Final Project Proposal:

My final project is a Roblox RPG/Adventure-styled game. I'm working with 2 other people that are not in the Game Design program, but I decided to make it my main focus since it is still game design. The objective of the game is to reach a certain level (Unclear at the moment) through fighting enemies that are placed across the map. Once you reach this level, you can 'rebirth' and start at level 1 again, but with increased stats.

