

RPG

As my Inclusion work I've chosen to create a single player rpg-style game. It will have 2d 8-bit graphics, with view from the top. The battle system is going to be more active than in the classic rpg games. Of course the game will include inventory, save-load, and skill systems. There will be 1 or max 2 different classes. The game will be made in program language C#, using XNA studio and several other libraries, which are oriented on game making.