Ultimate RPG Template!

1. Different Camera view!

a. TPP.

b. FPP.

c. Top Down. (Zoom-in & Zoom-Out)

2. Locomotion. (with all sound effect and Nigra system)

a. Walking

b. Running

c. Sprint

d. Crouch

3. Parkour. (with all sound effect and Nigra system)

a. Sliding

b. Vaulting

c. Wall Climbing

d. Cover

e. Leadge Climbing.

f. Wall Run

4. Mountable System (Horse + Bull cart)

a. Basic Locomotion.

b. Switching weapon while riding

c. Mount and Unmount (Motion Warping).

d. Jumping From Horse

e. Making Horse to sit at location and back to Motion.

f. Horse Death and Like Cycle (Small to big in size)

g. Wisel to call Horse anywhere in the world.

5. Stealth Mechanics.
a. Assassination
b. Hiding in bushes

6. Combat System.
a. Katana (Light and Heavy, Jump attack, Defend, Doge, 2 different modes for katana {1- Normal 2- Supper Aggressive}).
b. Spear ((Light and Heavy, Jump attack, Defend)
c. Specked Hammer (Light and Heavy, Jump attack, Defend)
d. Bow (Long range, Short range). {Different Arrow 1- Fire, 2- Ice, 3- Poisson, 4- Explosive}.
e. Magic for Unarmed only (Fire Ball, Ice Ball, Poisson, Explosives)
f. Hand to Hand Combat (optional)
g. Ninja star.

7. Levelling Up, Skill system and Armour, Weapon and Hours skin system.
a. On based of XP level will be increased that will lead to Unlock more ability and stuffs.
b. Buy and sell items.
c. Skins purchase (locally).
d. Skill Tree For 1- Combat, 2- Armor, 3- Weapons.

8. Inventory and Equipment and Drop System.
a. Japanese bag whose size will increase on base of Item in it.
b. Wight based system like wight will be increase on the base of items in the Inventory.

c. Looting System

d. Bag will carry the complete Loot and if we will Drop the bag then the bag will contain all the loot in it (Optional).

e. Bag will have the physics object in it. (ex: Bottle)

f. Chest to store and loot the item.

9. Dynamic World

a. Day Night Cycle

b. Weather Cycle

c. Mini Map

d. Level Streaming.

e. Explored and Unexplored part in mini map.

f. Different location in Map and Marks and Recent mission show case in map.

g. Trap system (Random Traps in the map so player will get into it and Will be killed by Enemy).

h. Farming system, [1- Hoe, 2- Seed planting, Harvesting]

i. NPC's day to day life cycle and performing the task and caring objects.

j. Fast Travell system.

10. Quest & Mission system.

a. Main Quest and Side Quest.

b. Quest starting and ending scan.

c. Branching natives and players choice.

d. Quest Objective (Explore, Fight, save people, Destroy).

11. Dialogue and Subtitles system. (with voice and Animation).

a. Different language support for Subtitles.
b. Choice base Dialogue.
c. Dialogue that leads to an action (after Dialogue ended Bridge will be brooked).
d. Dialogue that will reflect to different object or place by changing the camera movement or changing its place at that part.
e. Normal talk Dialogue.

12.   UI & Interaction system.
   a. Health, Heal, Hunger.
   b. Map guiding like wind in GOT.
   c. Basic interaction widget.
   d. Main Mean.
   e. Ui or other game stuff (Buy sell, Update weapon and all).
   f. Book reading (letter inspection and item Inspection)

13.   Companions.
   a. Pet taming.
   b. Pet following player.
   c. Attack Enemy.
   d. Basic gesture include sit, stand, run away when in fight.

14.   Enemy AI.
   a. Sword (attack, chase, patrol).
   b. Sphere (attack, chase, patrol).
   c. Hiding in the bushes.

d. Boss fights both human and non – humanoid.

15. NPC's
   a. Help during the mission.
   b. Bull cart guy will trade and on attack it will run away and beg for his life at nearest and once player will leave it will carry its cart and go away. (player can possess its bull cart).

16. Miscellaneous System.
   a. Auto game save & manual game save function.
   b. Game Pad available.
   c. Background Music and in game sound effects.
   d. Nigra and VFX.