Rain is your firend Demo

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Main Progamer: seeking mumber,
Sound Desinger: seeking mumber.

Rain is your firend is a third person RPG game that feture on random dicision making by random effect in the game. As how unpredictable will make different play in the game.

Weather System

Since this game is title as Rain is your firend. Weather System will be the key element in this game as well as only element. The Random of the weather will cost different effect to the game. Like Rain will slow enemy cost them do not see you until close to it. Sunny will cost enemy stronger and move faster. Snow will have cost enemy and player become thrill as stand at open area for too long. Fog will have enemy and you lose sight far away as you. of couse all other weather will not be in this demo beside rainning, since this is just a demo.

Semi-open world maybe?

If this demo can be far devolpment, I will like this game become a semi-open world game. By having more place to go and more things to do. Of couse this will be need more far devolpment.

Demo do not told Story

This demo do not any Story element, but I will like the idea of having a story as base on this demo for future devolpment. The story will be fragmented and only know as how people try to find out in different way.

12 week one demo

This demo is basic, player can run, moving around, hitting enemy, and how rain will affect enemy. Enemy AI run moving around hitting player, And affecting by rainning.

Old schedule more than 12 week

This is how the player may look like, but not this not my concept art.
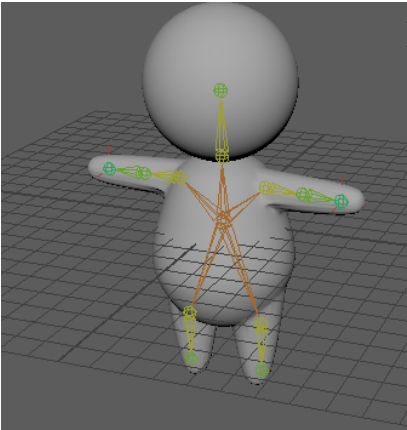
Model and animation is still in devolpment