ROADMAP

Next Big Update:

[December 2017+] Character, Camera and Combat Revamp (*Rough release data TBA*)
Modern character and camera controllers for smooth movement. Improved combat with better control over animations and skills. New features including turn-based combat, controlling a party of characters, combo/chain attacks, custom origin points for projectiles, auto-combat, third-party camera/controller support and customisable AI. Will likely include other new features from the roadmap: mount system, modern UI overhaul, building system

Planned or completed updates:

✓ *Mini-map System*
Top down view of the current level with icons, zoom in and zoom out.

✓ *Mobile Support*
Support for iOS and Android devices with on-screen touch controls and custom UI

✓ *Extended Character Creation System*
Add in options to customise your characters initial model, stats, gender and race(s).

Demo Project and Modern UI Overhaul
Two importable packages. A full demo game with quests, skills, dialog and events etc. A UI package to replace existing UI with a new modern design.

World Map and Exploration System
Full world map implementation with support to travel across the world map, unlock new areas, etc.

ETA Jan 2018 +

Socketing System
Add sockets to items to increase their stats / abilities.

RNG Loot and Item Upgrade System
Randomly generate loot and stats. New UI menu for item upgrading. Upgrade items to better versions using materials. Randomly reroll stats on items.

Localisation for Dialog

Option to change dialog text based on language setting.

Mount System

Unlock and use different mounts in the game: animals, ships, cars etc.

Good/Evil Alignment/Religion/Beliefs/Deities System

More roleplaying based stats to use for dialog, events and character creation

Night/Day Weather System

Create weather cycles to be used in the game. Some support for third party weather systems. Use current time in events for interesting game mechanics.

Building System

Create/customise buildings and houses in existing levels.