The objective
Develop a first person, 3D, open world role playing experience that challenges long held beliefs of how RPGs should be done. The goal is to provide the player with an adventure that clearly stands out among the rest of the RPG genre.

Introduction
Project Pompeii is an ongoing 3D Open world RPG game project developed on the Unity3D engine by Kristo Mäenna.

Combat system
One of the 3 core gameplay pieces is combat. In the game the player can use broadswords, rapiers, knives and two-handed weapons to fight a wide range of enemies including Goblins and Wolves. As of making this poster Pompeii’s combat is in its third iteration which hosts a number of new additions to the game like procedural sword swinging animations, quick select combat wheel and fighting styles that can be changed on the fly.

Extensive UI
Most of the games features can somehow be accessed or interacted through the UI system and for that reason it is one of the 3 core gameplay pieces of Pompeii. Currently there are feature packed menus for the following: • Inventory, equipment and status • Chest/container/bank • Crafting/cooking/recipe • Map menu where you can actually draw on maps • Skill tree and perk menu • Quest menu • Weapon making menu to fully customize your favourite blades. • Also a document/recipe menu is in the works to dynamically interact with various papers found through out the game.

About the project
Project Pompeii is a passion project 3 years in the making. What started out as a high schooler trying to learn Unity3D has matured into a fully fledged game development project. For the most part everything in the game is made internally rather than with third party assets. Currently this is a one person solo project but down the line it will likely become a small team setup.

Conclusion
Pompeii is a 3D open world RPG solo game dev project that has been in the making for 3 years. The 3 pillars of gameplay for the game are Combat, Story and smooth UI interface interactions. The expected release of the project is Q3 2021.