Research aspects you do not know online.

title of the game	
platforms the game can be played on	
director of the game	
lead designer(s) of the game	
release date	
sales to date in dollars	
genre, with a focus on role-playing games (RPG)	(Choose from the options below.)
- Action RPG	
- MMORPG (massive multi-player online role-play games)	
- tactical RPG	
- Sandbox RPG/Open World RPG (players can explore and approach objectives without any restrictions)	
- DRPG (Dungeon RPG, first-person party-based RPG) (1 player leads a party of adventurers through a dungeon or labyrinth)	
mode (number of players, relationship between players)	(Choose from the options below.)
- Head-to-head (1 player vs. 1 player)	
- PvE (player vs. environment/ player vs. monster)	
- one-against-many (1 player vs. multiple players)	
- free-for-all (1 player vs. 1 player vs. 1 player vs. …)	
- team-competition (multiple players vs. multiple players [vs. multiple players…])	
- separate individuals vs. the environment	

<div align="right">Next Level: Story Writing</div>

The objective of the game is to	(Choose from the options below or add an appropriate option.)
- capture/destroy	
- gain territorial control	
- collect items, …	
- solve	
- chase/race/escape	
- build	
- keep others from …	
- …	

The narrative of this video game is	
- linear	(If the narration of the video game is linear, <u>summarize</u> it.)
- non-linear	(If the narration of the video game is non-linear, focus on - the initial setting/dilemma/conflict/objective of the game - the options of player interaction)