We will create a short game in Haskell and Java to compare how functional and imperative languages tackle the same goal.

Games are not typically made in a functional language like Haskell, so it would be interesting to see what a functional language can do in a development scene typically dominated by imperative languages.

For a fully working game engine, we need to create a system in which a player can: talk to characters, explore a world, and interact or battle creatures.