Schuster dawn

Schuster dawn is a game made by Tomas and Adam where the user gets to explore CSU take in the realism of going to class and killing demons. Join us in Schuster dawn where you can be a boring student and do tasks as awesome as going to class, heading to parking deck, and saving the world.

After then end of the world occurs the player must be able to find resources, and look for a safe place to stay while fighting the amines of darkness (typo but it kept it).

The win conditions for this game to live to next day. The day progresses with story. Lose conditions is death regardless how it occurs.

This game has the options of traveling around campus, try to pick up trees, find pens, and more. Please note we are not responsible for injury at attempting to pick up a tree.

There is a few know bugs, the back command will fail to run under certain circumstances, the items may not always be added. Another Know bug is that the battle system may crash at times we are still working on fixing this.

A file ill be made at the start of the game, if this file is there it will remove that file and make it again.

Tomas and I work on a total of 49 hours and 9 minutes on this project we used freedcamp to log our time and tasks that we need to do.