The idea was to create a small open world game. Player can decide where he want to go: just walk around, go in the dungeon or buy something to upgrade his abilities. The game allows to increase the hero's characteristics, like health, strength, and weapon damage. The character's inventory provides the ability to see which useful items player has and their description and characteristics. Inventory window turns on\off by pressing a special button.

At the start of the game, the character doesn't have any item or weapon. When a player finds his first sword, he gets the opportunity to attack monsters and begins exploring the game world.

The whole world:
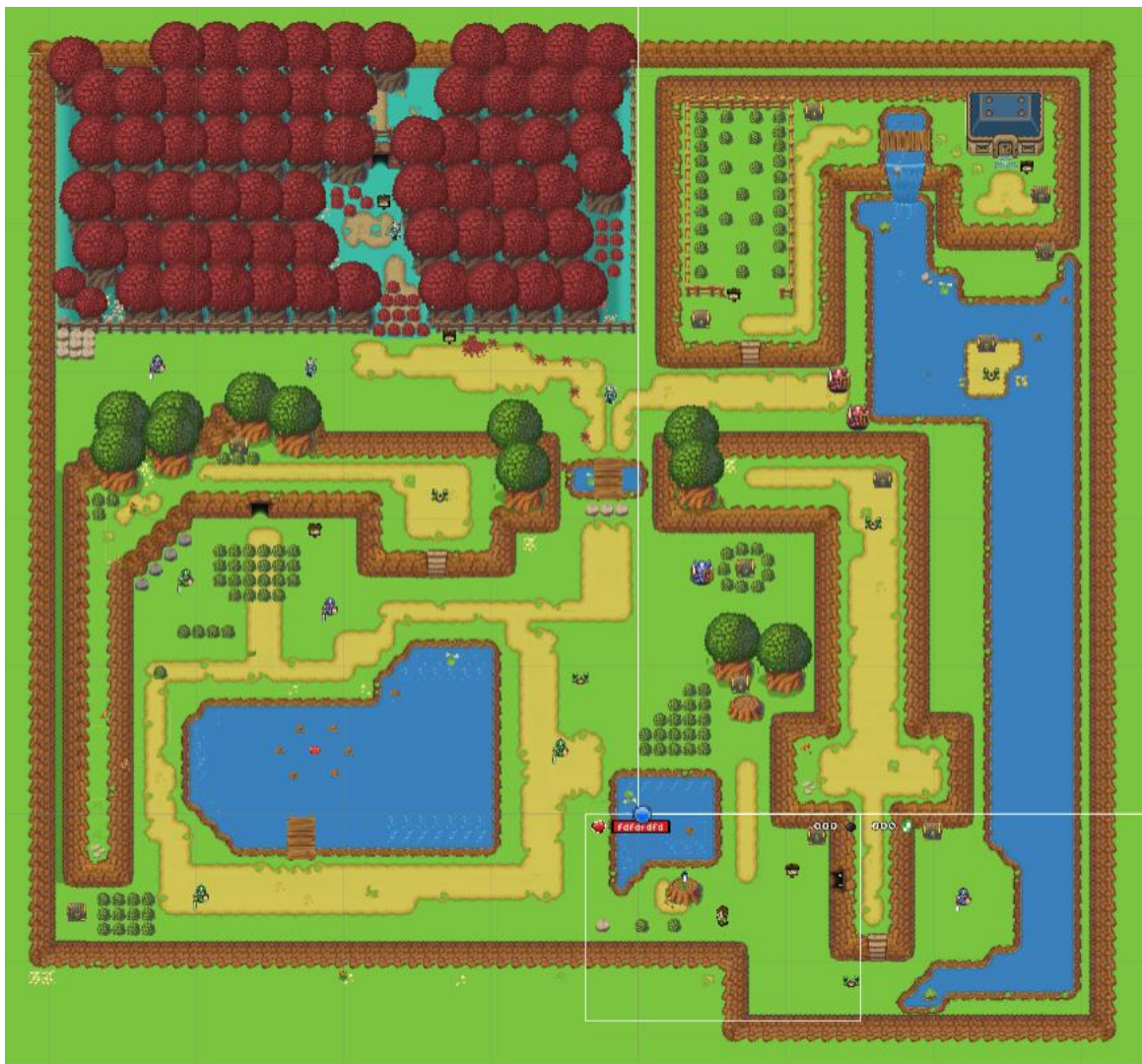
All pictures were downloaded from the different internet sources. It was really hard to find sprites that can somehow fit the isometric game.

Player can move character in 4 directions, can fight with enemies and interact with objects in the world: move objects, destroy them, open chests. Every action has its own animation (animations work by fast changing pictures). Game has main background sounds, and mini-sounds that appears when player make any activity: fight, push, throw object, get damage, etc. Enemies has simple AI: if player is near, they start to follow him to attack. Sometimes enemies can leave bonuses after death. For example, it can be rupees that are used as a payment method, or a heart that restores some health. Also this game has dungeons with pre-designed rooms that already contains objects and enemies.