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README

Dependencies

To play open and play the project you need Unity 2017.1.0f3 or newer, a mouse and three buttons of a keyboard.

Controls

You can move left by pressing the A button. You will go right, when the D button is pressed.

The Space button will let you jump.

To look around you move the mouse around the character. The character will face in the direction the mouse is.
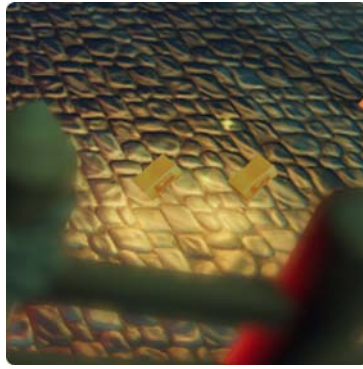

The player shoots with the left mouse button. It shoots into the direction of the small glowing point near the player.

There are two kinds of shots: the standard edition comes with a damage of 50 and is not influenced by gravity and cease to exist when hitting an obstacle (You can not hit the other player).

The other shot is the mortar shot which has double the damage and is influenced by gravity. It will destroy itself after some time and if enemies run into the flames they take damage.

There are three power ups in the game:

The heart replenishes your health.

The golden coin gives you one extra high score point.

The book allows you to use other kinds of magic.