To run:

- Make sure you have Gradle installed.

- Open the folder's location in terminal.

**On Linux:**

*gradle run*

**Or on Windows:**

*gradlew.bat run*

CONTROLS-

To move: W,A,S,D

To attack: Left click / Right click (attacks will be aimed at the mouse cursor)

To interact with doors / shops: E

**Enemies:**

There are two main types of enemies in the game, melee enemies that will deal damage upon contact with the player, and ranged enemies who stay at a distance from the player firing projectiles. Once a projectile comes into contact with a player, the player will take damage.

Green slimes are ranged slimes

Blue slimes are melee slimes

**Weapons:**

There are several weapons in the game, each with a unique twist, for example daggers have a short range and low damage, but are able to attack very quickly. Each weapon has slightly randomised stats, so even if you have the same weapon in each run, they will have different strengths.

 Axe: High damage, medium cooldown, medium range, high span

Battle Axe: High damage (slightly higher than axe), long cooldown, medium range (slightly higher than axe), high span

Dagger: Low damage, low cooldown, low range, medium span

 Great Sword: high damage, long cooldown, medium range, medium span

 Lance: Low Damage, medium cooldown, long range, low span

Mace: Medium Damage, medium cooldown, low range, medium span

Short Sword: Medium Damage, low cooldown, low range, medium span

Spear: Low Damage, medium cooldown, long range (less than lance), low span

Sword: Medium damage, medium cooldown ,medium range, medium span

SHOP:

Items can be purchased using gold earnt from defeating enemies, the gold price is shown under the items in the shop.

 Buying this item in the shop increases a weapons range by the value shown

 Buying this item in the shop reduces a weapons attack cooldown by the value shown

 Buying this item in the shop increases a weapons span by the value shown

 Buying this item in the shop increases the players health by the value shown

 Buying this item in the shop generates new randomised weapons

 Buying this item in the shop increases a weapons damage by the value shown