

## Goblin Slayer

### Introduction:

Our purpose for this project is to create a top-down, 2D game using C# and using an application called Unity. Unity is a software development application that allows developers to create applications with ease. The application allows you to put in your code along with images and animate it for you. The goal is to have a completely functional game that will have various difficulties. Each level will make the creatures harder to slay and they will spawn significantly faster.

### Reasoning:

The reasoning behind everything was to take an anime we really enjoyed and turn it into a video game. We took our favorite genre of video games and combined it with a one well-known anime, because why not have best of both worlds, right?

### Software:

We decided to use C# on Visual Studio Code to implement code and use an application called Unity to implement codes from Visual Studio Code and create animations.

### Conclusion:

Our end game is to have a completely functioning game by the end of this semester.