

XP Farmer an Endless Survival game

Core idea:

You play as a simple adventurer satisfied with slaying the local rats for precious precious XP (Not every adventurer is fit for killing giants).

Mechanics:

1. Movement
2. Attack - swing your sword in a 45 degree arc in front of you
3. Defense - clicking and holding the defense button will protect you from damage, however you cannot kill rats while in this stance
4. Dash - you dash a small distance, this has a 1 second cooldown
5. Leveling up - this will increase your HP by 1 permanently(This has no cap)
6. Enemies - these rats will spawn at a rate depending on the characters level, they deal 1 damage on contact and have 1 health, they move towards the player.
7. Death - you lose a level, if you are level 0, you lose and have to restart

If I have time I'd like to:

- *Make the rats drop coins*
- *Implement a simple item shop*

How the player interacts with the world:

1. Pc; WASD for movement; left mouse button to attack; right mouse button for defense, spacebar for dash
2. Android; joystick for movement, tap for attack, tap and hold for defense; swip for dash

Graphics;

Pixel art

Development

Unity & visual studios

MockUp

JOYSTICK

