Tutorial Adventure

# Overview

Based on our current Curse of Strahd campaign this game serves as a tutorial for creating a game from scratch. The twist is that the game can be played normally but also shows source code and design comment about the implementation in the game.

# Gameplay

3D explorable castle that has metroidvania style progression by characters needing to unlock various damage types to hurt enemies with otherwise high resistances unless met with the right tools. You encounter an enemy only weak to poison and acid and to make the encounter easier and you able to overcome it you need to find a poison weapon in the alchemy garden area, as an example.

# Rendering & Scene setup

* The characters have a defined sprite center and the 2D sprite flips around this center when turning. This center is represented by the characters position variable
* The map is divided into a grid of tiles. Each sprite of a tile is a 16 by 16 pixels sprite. 1 Tile is one meter. Tiles are positioned on the grid on their bottom left of the sprite.