



Once Upon a Conquest

A narrative-driven hack-and-slash platformer with destructible environments and engaging combat mechanics.

- **Destructible Environments:** Objects and buildings shatter into pieces with multiple levels of destruction.
- **Dynamic Combat:** Features light and heavy attack mechanics, complemented by advanced enemy AI (e.g., patrolling, fear responses, and strategic attacks).
- **Intuitive Controls:** Built with Unity's New Input System, supporting both gamepad and keyboard controls.
- **Immersive UX:** Responsive animations and visual cues enhance the combat flow and user experience.

Check it out [here](#).

Skills/Tools: Unity, C#, New Input System, Animation Systems, AI Behavior Programming.