HOW TO PLAY

The premise of the game is that you are a knight defending your city from an enemy kingdom. You must kill twenty of the enemies to win. Once you win you can continue playing

To control your knight use WASD for movement, the right enter or return key to attack, and the right shift key to dash. The dash allows you to be invincible while dashing, and it allows you to phase through enemies. The instant the dash ends you will no longer be invincible.

You have five lives, and you lose once you have none left. The player will disappear when the game is over.

SPECIFICS

Objects: The objects on screen are enemies, the player, cliffs, stairs, and decoration. Decoration is classified as houses, trees, bushes, and sheep.

Behavior: The player should collide with cliffs and decorations. The player can use the stairs to climb onto higher ground. The player can kill enemies by using their attacks. The player can dash to phase through enemies.

Enemies will spawn close to the player. Enemies will attack when the player is within range. Enemies can have more than one health. Enemies have a long range.

Controls: WASD: movement, right enter: attack, right shift: dash

Scoring: Kill an enemy to score a point. A sound will play when an enemy dies. Get hit and you will lose a health point. A sound will play when you get hit, you will also turn red.

End: If the player scores 20 they win and if they lose all lives they lose. The game does not immediately exit once either of these conditions have been met.