The program is a Unity project. To run, open the project in Unity and click the “play” button. From there click “Play Game”. The user then can use WASD or the arrow keys to move around and collect the glowing jewels. Once all 4 are collected the game ends. Once combat occurs, WASD are movement, spacebar is jumping, and clicking is attack.

All artistic assets were open source from the unity asset store or opengameart.org