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Intro

Our top down game is a simple game as the players' inputs would be the movement keys (the arrow keys,) an interact button (z,) and the attack button (x). The character explores a dangerous forest in search of a treasure chest.

Product Requirements

The game will be playable on PC without the use of a controller, therefore:
- There are no strict requirements aside from needing access to a PC.
- 16 bit graphics good for low end PCs

Technical Requirements

- Movement keys
- Tool (Sword)
- Pick up system (pick up health potion)
- 2 interactables (defeating slimes, need potion to heal)
- Environment Modifier (Forest path toggle)
- Pickups (Health Potion)
- Start Screen
- Game over screen

Tools Used

Our game features Unity's built in tools. These tools include built in character movement that by default use the arrow keys to move the player. To speed up level creation we imported assets from the Mystic Woods asset pack from Game Endeavor. These sprites include the player, slimes, and the terrain. The rest of our assets came from the Unity Assets Store.

System Design

Managers
Game Manager
Grid Manager

Potion
+ field: type

Pickup

Tile
+ field: type
Interactable

Player
Interact

Jars
+ field: type
+ field: type
+ field: type

Slimes
+ field: type
+ field: type
+ field: type

Interactable