2D RPG by Berg2 (Nick Freberg and Raina Malmberg)

Nick’s Bullet points:

**Map code**

* At least 3 multilayer tiled maps.
* each map must be a minimum of 15x15 tiles. (this should just fit on a 1080p monitor if you are using 64x64 tiles)
* layers can include walls and floors
* at least one should also include an object layer
* maps should include at least 10 unique tile types (these can be across multiple maps so 4 unique tiles on one, 5 tiles with two from the first map on the second, and then 3 new ones on the third map is fine.

Raina’s Bullet points:

**Player code**

* your player needs to have some sort of statistics that they can improve and which affect their interaction with enemies and the world
* players need to be able to attack the enemies.
* one of the animations should be an attack animation
* enemies will attack the player when the player gets within a short distance of the enemy.
* Mouse or keyboard input as needed.

50/50 Bullet Points:

**Enemy code (6 enemies, 3 per coder)**

You need to have several enemies on the maps

* the enemies should drop good stuff when defeated.
* There should be several types of enemies with different stats.
* at least 8 unique sounds associated with game events.

**1 Friendly NPC + 1 Quest**

* your tiled maps should include at least one with a relatively safe area
* in the safe area there should be a 'friendly' who will talk with the player
* provide a 'quest' which includes dialog with a friendly other and a goal that can be accomplished on another map.
* There must be some way of fulfilling the quest on one of the other two maps