**Title:** Paladin

**Genre:** Third-person action role-playing game.

**Story**: You are awoken in the middle of the night and you notice that your town is being attacked by an unknown evil creature. The creature kills your entire family and town, and you are resurrected by your all-powerful goddess. You are infused with the attributes of a paladin. Your goddess bestows a quest upon you to purge all evil from your world. The more evil you purge, the stronger your goddess becomes. This allows your goddess to begin to resurrect your family and town. The goddess imbues you with a unique attribute based on the boss you choose to fight. The final boss requires every skill that you learn throughout your holy mission.

**Game Overview:** Your goal is to kill all of the evil in the world, to empower your goddess enough to resurrect your whole town and to get revenge on the evil demon that killed you and your family.

Your goddess grants you attributes when you want to challenge a boss. When you kill a boss, your goddess gains power, at certain amounts of power, she will begin resurrecting your townsfolk.

There are ‘evil demon sons’ (bosses) that require certain attributes to kill, which can only be granted from items or your goddess based on the amount of evil you have purged. (One boss requires fire resistance)

After all ‘evil demon sons’ are killed, you must kill the evil demon itself, which requires a combination of all attributes that you have gained throughout the game.

You are able to choose any boss to challenge in any order except the final boss and the first boss (tutorial).

**Controls:** The player is controlled using the mouse and keyboard.

Shift changes the character between a combat and non-combat stance.

While in the non-combat stance, the player may run by holding down the right click on the mouse.

While in the combat stance, the player may attack by pressing the left click on the mouse.

While in either stance, pressing ‘E’ will activate nearby levers and chests.

Holding ‘1’ will block, halting other controls but lowering the damage of incoming attacks.

Pressing ‘2’ will execute a special attack that leaps the player into the air and comes crashing down on the enemy.

Pressing ‘3’ will execute a special attack that hits enemies around the player.

Pressing ‘I’ will toggle the Inventory menu, from which items may be equipped.

Pressing ‘P’ will toggle the Equipment menu, from which items may be unequipped.

Pressing ‘Escape’ will close all open menus or pause/resume the game.

**Implemented Features:** We implemented many features for Paladin- the player is able to use some special abilities along with a basic attack that damages enemies, items can be found, picked up, and equipped or unequipped, enemies will chase and attack the player if they get too close and retreat if the player manages to escape for a period of time, and the first combat zone was implemented fully. In addition, there is a main menu that allows for game difficulty to be adjusted and a pause feature when the menu options are open, along with dynamic music depending on whether the player is being attacked or not.