

Specification

Concept:

It is a single-player, pixel, platform game. The main goal of the game is to defeat all enemies and collect items that will help you escape the level. There will be a few different types of enemies within the whole map, also there will be game objects for interaction.

Game theme:

Medieval Europe.

Actions:

The player will be able to pick items, collect them and fight.

Additional information:

My project is in the github repository now, so later I will try to import it to gitlab. Also, I'm using **Unity** for this project.

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