

Developers:  
Karl Francisco

Roles:

- Lead Programmer: Responsible for coding the entirety of the game, from mechanics to procedural generation.
- Artist: Created some of the base sprites for terrain and character.

Contact:

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Acknowledgement:

craftpix.net – Source for many of the sprites used.

www.pixelart.com – Online pixel art tool for making small pixel art.

www.piskelapp.com – Online pixel art tool for making large pixel art and some sprite sheets.

www.reduceimages.com – Online image resizer.

www.codeandweb.com/free-sprite-sheet-packer - Online sprite sheet generator for creating sprite sheets based on uploaded sprites

Game Controls:

W – Move Upward

S – Move Downward

A – Move Left

D – Move Right

Space – Jump

Esc – Menu

I – Inventory

E – Interact

Left Mouse Button – Primary Attack

Right Mouse Button – Secondary Attack

1 – 4 - Skills