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:
Karl Francisco: kfranciscop@yahoo.com (Personal)

cyf6350@autuni.ac.nz (School)

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