

How to play

The goal of the game is to fight through each of the levels and defeat the boss waiting at the end of each one.

In this build, 3 levels will be available to play. At the end of each one, there is a different boss. The end of the first level will unlock a new spell to play with.

Within these levels, there will be plenty of enemies to fight as well as different paths to spice up the gameplay and provide more enemies to reach higher scores.

Score will indicate how well the player performs. The more enemies the player defeats, the more score they will earn.

Controls

WASD or Arrow Keys to move and navigate through the inventory

Space to jump (tap for a short jump and hold for a long jump)

K/L to cast your spell

E to interact

TAB to open/close inventory

Enter to select items in inventory

Spells

Each spell will have 3 charges, but they all recharge at different variables.

Fireball: Send out a basic fireball attack in front of you (Fast recharge)

Ice Storm: Summon falling icicles to impale your enemies with (Average recharge)

Speed: Cast a spell on yourself, speeding up your movement for a short time (Fast Recharge)

Healing Spell: Cast a spell that fixes your wounds and heals you for 100, max health being 250. (Recharges by picking up heart containers around the level; Max of 3 hearts can be held)