



User Manual

Description

R01 is a 2D fighting game with pixel art style. In this game, the protagonist has the responsibility to restore peace to his village by defeating all enemies encountered along the way. It's a game with 2 different screens and 3 difficulty levels. Upon defeating the enemy in the first scene, you can proceed to the next.

How to install?

Run the exe file.

System Requirements

Minimum 8 GB of RAM and 3 GB of storage are required.

Keyboard keys

A: Move left

D: Move right

W: Jump to dodge attacks

Esc: Pause menu

H: Low-power attack with low energy cost

J: Powerful attack with high energy cost

K: Intermediate-power attack with intermediate cost

Mechanics

Level 1: The enemy situated on the left continuously throws fireballs at us, requiring us to jump to dodge them in order to approach. Once close to the enemy, press H, J, or K depending on the desired attack.

Skill Upgrade: Once the first enemy is defeated, you can choose from three different upgrades. You can improve your health (+5 health), enhance your attack (+5 damage with each ability), or boost your energy (+100 energy).

Note that our base health depends on the difficulty level, so if you've selected an easy difficulty, it's advisable to choose an upgrade other than health.

Level 2: In this level, we appear in the middle of the scene with an enemy on the right and another on the left. These enemies repeatedly throw fireballs at us, which we must dodge to approach and defeat them with our abilities. In this level, a potion appears in the middle of the map every 15 seconds. It can be either a health or energy potion, randomly. Upon collision, if it's a health potion, our character's health will be restored to maximum; otherwise, if it's an energy potion, we'll receive 60 energy points.

Tips

If you find the second level too challenging, we recommend first dodging the fireballs from the left enemy and then dodging those from the right, in the same order for eliminating them. This is because the left fireball moves at a higher position, making it more difficult to dodge than the right fireball.

HUD

At the top left of the scene, you can see the health and energy bars of the character. In the top right, you'll see the health bars of our enemies.