2D Roguelike Game

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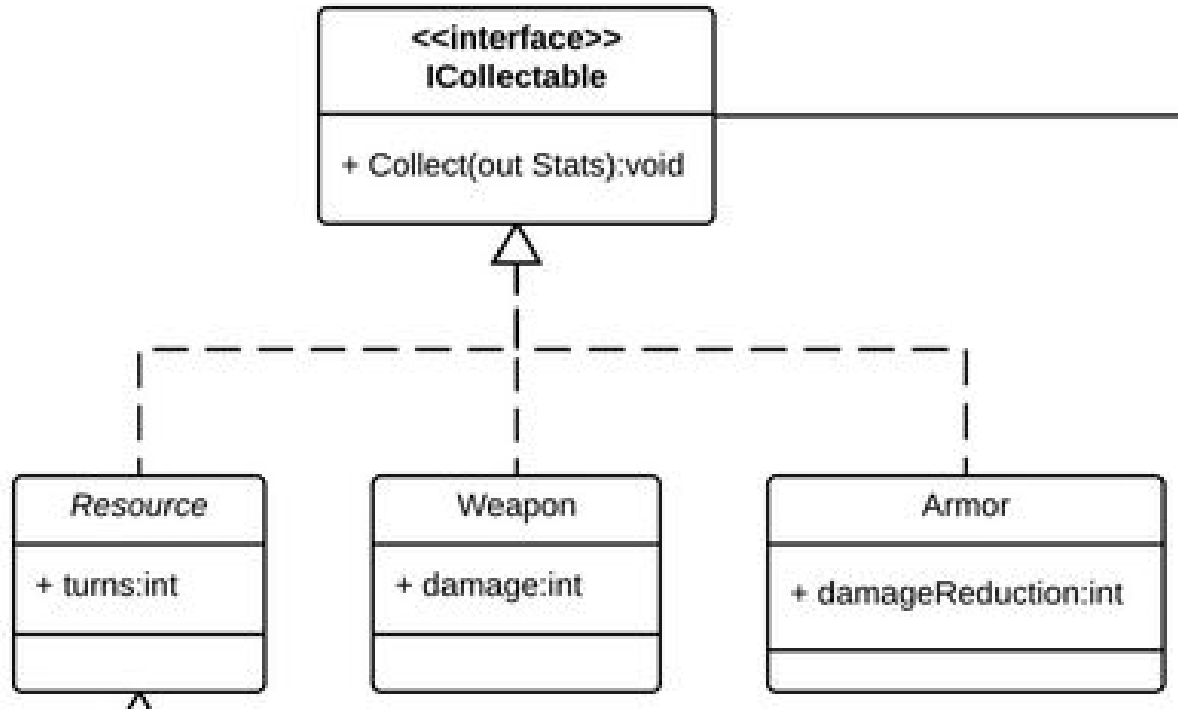
Enemy Factory

Attack Enemies

<<interface>>
IAttackable

+ Attack(int):void

Enemy

+ stats:Stats
+ attackSounds:AudioClip[]
+ powerLevel:int
# hitpoints:int
# lastMove:int
# moveSpeed:int
- animator:Animator
- target:Transform

+ *TakeTurn():void*
# Start():void
# AttemptMove<T>(int, int):void
# OnCantMove<T>(T):void

Wall

+ damageSounds:AudioClip[]
+ dmgSprite:Sprite
+ hp:int = 3
- spriteRenderer:SpriteRenderer

- Awake():void
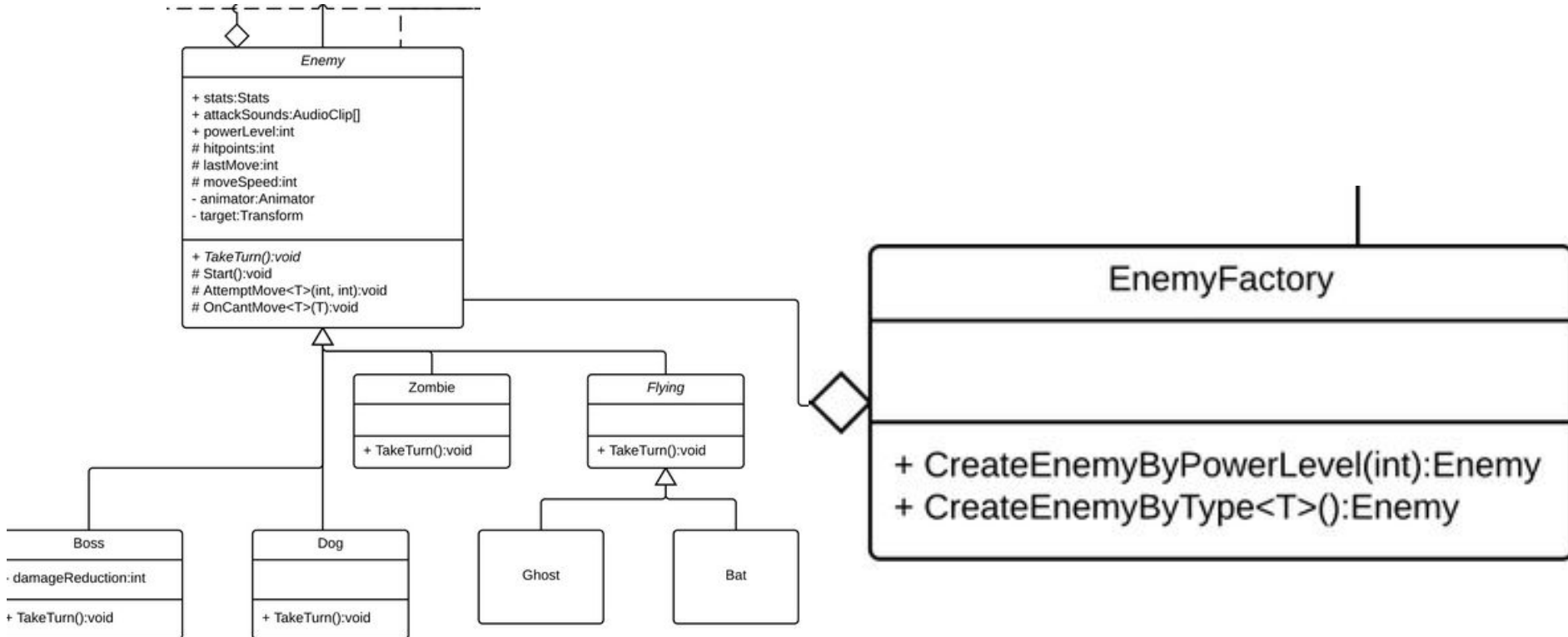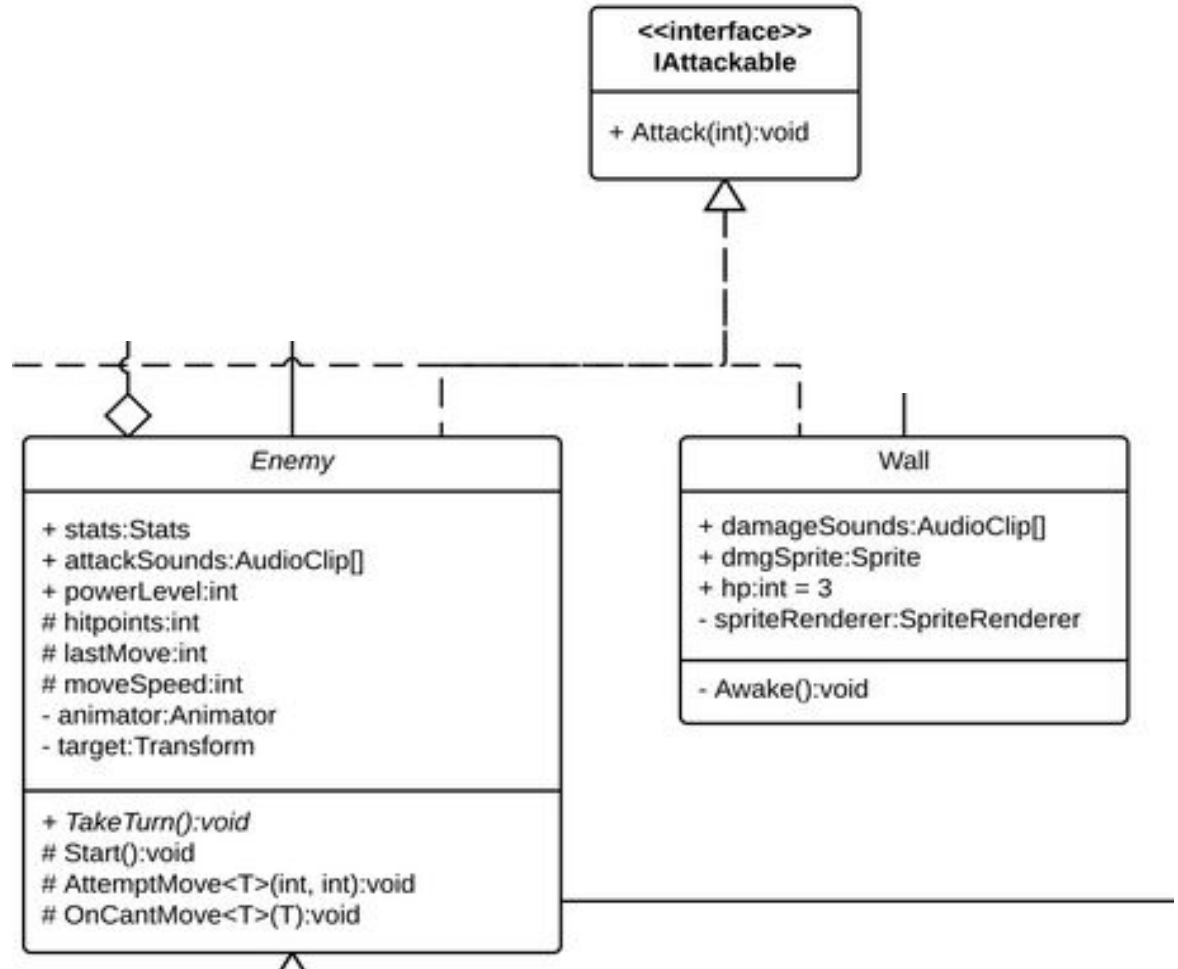
Add Armor and Weapons

Things to notice in the demo:

Menu with volume control and access to save data

More difficult enemies are generated at later levels

Enemies can be attacked

Some enemies can move and attack diagonally while others can't

Armor and weapons are spawned