Alejandro Flores December 18th, 2019

Angeline Siv

Game Engine III

**Project Instructions**

**GitHub Repository: <**https://github.com/S0rAxel/GameEngineIIIProject>

The master branch will contain all of the final revisions and testing of the project. Other branches were created in order to implement new mechanics and to be able to work at the same time.

The majority of our work history will only be available under the same repository (https://github.com/S0rAxel/GameEngineIIIProject/commits/master).

The engine version the project is built on is 4.22.x.

**Game Controls**

Keyboard and mouse only.

WASD = Character Movement

Spacebar = Roll

TAB = Lock-on Enemy

E = Interact

Q = Use Potion (When health is under 1.0f)

Mouse Left-click = Light Attack

Mouse Right-click = Heavy Attack

**Goal of the Game**

The Player must escape the dungeon by accessing the exit ladder from each level. There are existing obstacles on each floor, such as enemies or locked doors.