General description of game:

The Legend of Zata is a legend of Zelda inspired RPG game with sword-swinging, octorock-squishing action. In this the game the player will spawn onto a small open field and will be immediately tasked with culling the local octorock population. By Using a wooden sword already with the player they will player slice through the octorock’s completing their heroic quest; however should the players health reach zero the player character will disappear and they will be met with a game over screen. To Help with the immersion ad to that old Zelda feel animations have been added reminiscent of link to past animations. This really adds to the Zelda feel

Mock-up screen

A picture containing screenshot, cartoon, green, grass

Description automatically generated

Explanation of data structures used:

The main data structure used within the assignment is the a vector containing all Tiles currently being used in Game. The legend of Zata map drawing system relies upon some sort of storage for the tiles. The way this works is by having a separate function increment through the Tiles stored inside and then, utilising the drawing functions from raylib , Drawing them to the screen.