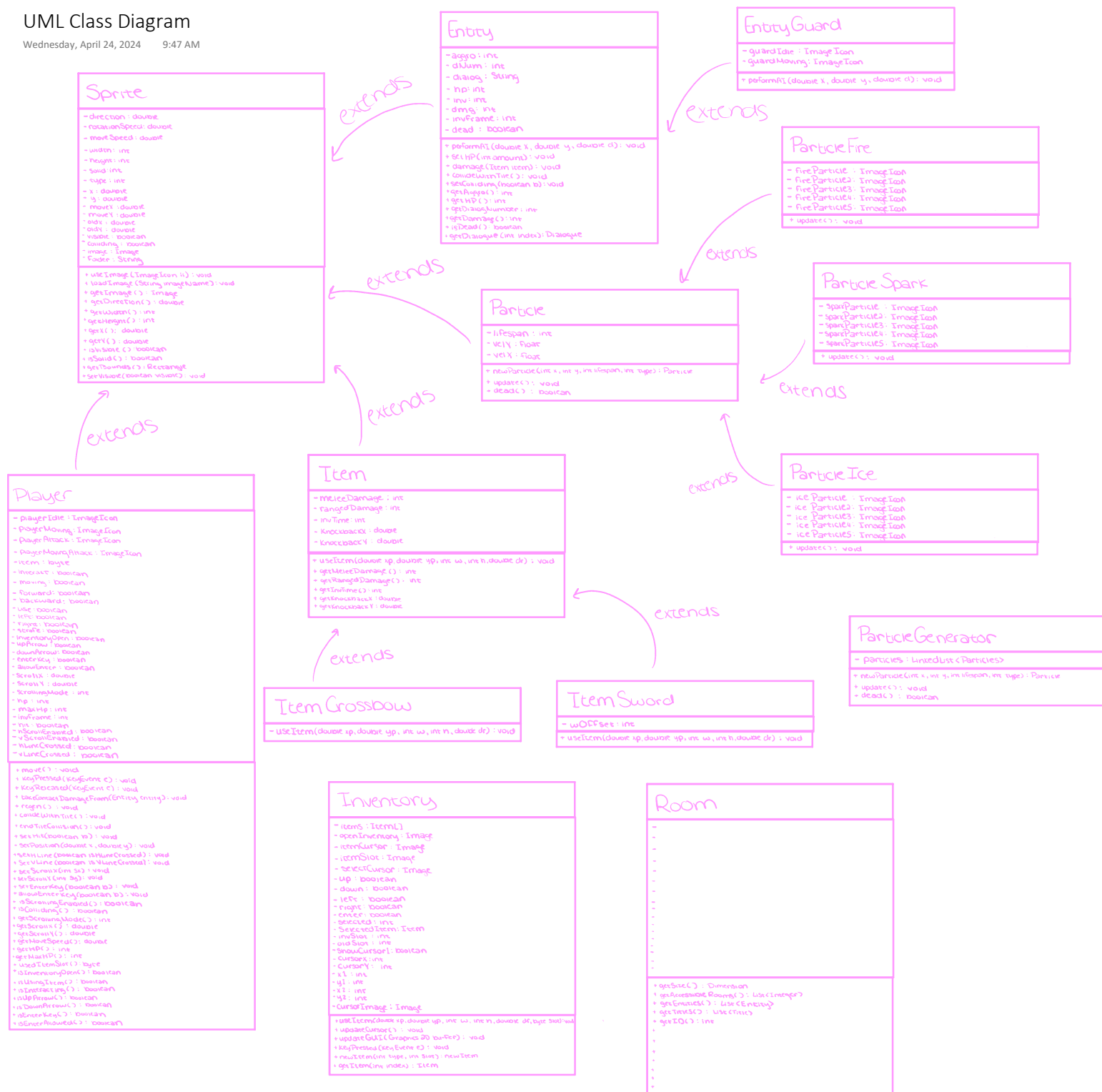


UML Class Diagram

Wednesday, April 24, 2024 9:47 AM



Feature description:

- Player Controls
 - WASD movement
 - W and S as forward and backwards
 - A and D rotates character
 - ESC accesses inventory
 - Arrow keys to scroll through inventory
 - Space uses first item in inventory
 - Shift uses second
- NPCs
 - NPCs stand idle unless provoked
 - Can have dialogue
 - Will fight back if hit
 - Health bar (both NPC and player)
 - Can drop weapons if killed
 - Final boss on last level
- Multiple levels
 - Doors to navigate between levels
 - Scrolling screen on larger rooms
 - Game over screen when player dies
 - Fade in/fade out