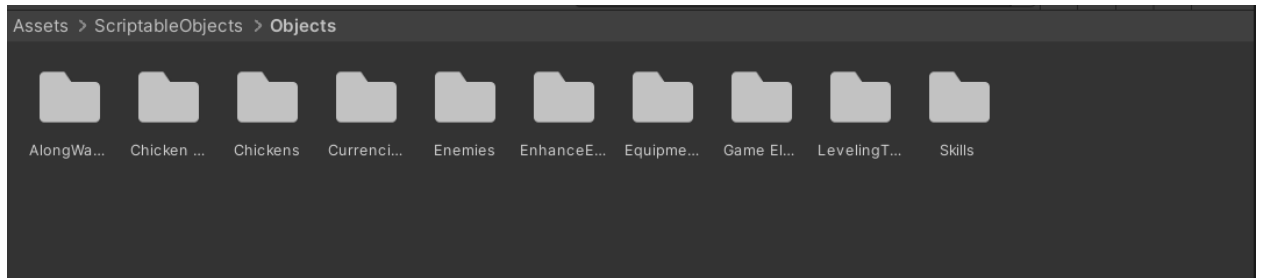


# Thank you for your purchase!

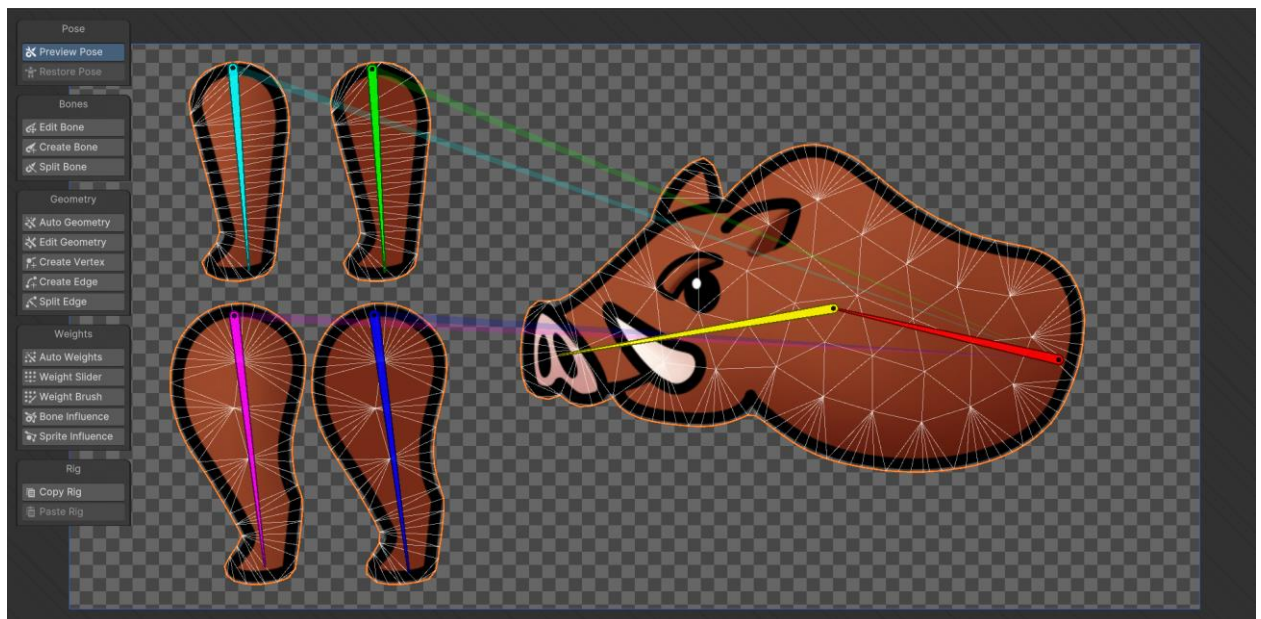
I would like to note right away that the game is not fully functional, but is at an early stage of access, but not all the necessary functions are ready.

The game has good architecture, so you can easily add your own content and improve the game.

All settings for characters, weapons, enemies, etc. are located in the folder:



Also keep in mind that all enemies and characters are animated using bones



If we consider abilities and various buffs, they should be universal and all their behavior should be described in one script and automatically added to a character or enemy.

Script	# ActiveSkillsParameters
Icon	ability_icons_3
Process Duration	1
Recovery Duration	2
Description	Example
Is Locked	<input type="checkbox"/>
Is Selected	<input type="checkbox"/>
Active Skill Behaviour	None (Active Skill)

That's all I wanted to say about the projects, so I wish you good luck in using it!