

Hi Team LSW!

I have made a small RPG-ish styled top-down 2D game with the requirements satisfied. I have given my perspective in the development process within the repository's Readme.md.

In game;

- Made for 1920x1080 resolution, not supporting any other resolution, partially supporting 16:9.
- Cheat codes are enabled by default in the Build. You can press 1 (Alpha1) and gain 5000 coins each time.
- Merchant is located on Left side of the map (first zone).
- Second zone is full of enemies, with enemies spawning right away after another dies.
- After purchase of the Teleport Skill on the Merchant, you can press Space to teleport to town, 15 seconds cooldown.
- There are Evade-thresholds on enemies based on proximity.

Much more are detailed in the Readme including showcase videos, please refer to the development process there.

<https://github.com/Wrathen/LittleInterviewTask>