

# Intermediate LJSGC README

## Usage:

- After downloading the .unitypackage for LJSGC
- Import the assets in your unity project
- Then head to the **LJSGC\Literally Just a Space Game with Cards\Assets\Scenes** directory.
- Once there load the BattleScene.unity scene to see the working combat system prototype.
- Finally, to see everything properly please head to the “**Game**” tab (immediately to the right of the **scene** tab, in default view) and click the drop-down tab that says “**Free Aspect**” or something along those lines (directly below the **Game** tab).
- Once there, please switch it to the **16:9 aspect**.
  - This is to ensure that all sprites load properly as intended

## Notes / Remarks:

Feature / Game Concept	Progress
Enemy AI	✓
World Generation	✗
World Navigation	✗
Combat System (Playable Loop)	<i>In progress</i>
Sound Effects	✗
Art Assets	<i>In progress</i>
Energy (Mana, Action Cost)	<i>In progress</i>
Enemy / Player (Design, Types)	<i>In progress</i>
Debug Menu	✗