

## 2D RPG DOCUMENTATION

The 2D RPG game experience has two scenes: the first is a menu to access the game, and the second is the gameplay scene. The gameplay scene allows the player to move inside the game limits and teleport to the "Merchant Store" through the door of the last house on the right and get back using the stairs. For teleportation, the player just needs to get closer to the door or the stairs. At the beginning of gameplay, there are 5 items to be collected (health, mana, and 3 clothes), when the player gets closer to the items, those will be added to their inventory. The inventory window is open when the first left button of the right bottom is pressed, and the stats window is open when the second left button of the right bottom is pressed. Both can be closed by pressing the same button to open them.

The game was developed using the following Unity packages: New Input System and Cinemachine. Scriptable objects were used to save player stat information.

Controls:

Movement (keyboard) -> W,A,S,D

Movement (gamepad) -> Left Stick

Decrease Health -> T

Increase Health -> Y

Use Mana -> G

Increase Experience -> X

Respawn player when is dead -> R