

Game Overview:

The player is a spellsword, a character that can cast spells and swing a sword. During gameplay, the player will fight enemies, gain powerups, and progress through a series of rooms. The objective is to reach the final room, or - failing that - to get as far as possible.

To Play:

Open the "Start" scene in the "Scenes" folder, and press play.

Controls:

- WASD: Player Movement (W: up, A: left, S: down, D: right)
- Mouse Movement: Rotate Player
- Space: Dash
- Mouse Left Click: Swing Sword
- Q/E: Cast Spell/Assign Spell
 - Note: At the beginning of the game, the player does not have a spell in the E slot.
- F: Interact/Buy
 - Note: Only works when next to a powerup item.
- [CHEAT] Period (.): Restore All Health

Mechanics:

- Player Stats:
 - Health: A measure of the player's hit points. You die when you hit 0 Health.
 - Stamina: A resource used to perform dashes. Automatically regenerates over time.
 - Mana: A resource used to cast spells.
- Dashing: Quickly moves the player a short distance forward. Does *not* have invincibility frames.
- Spell Slots: The player has two spell slots bound to Q and E. The player may have different spells in each of these slots. When replacing or upgrading a spell, the player will be prompted to choose which spell to replace/upgrade.
- Combat: The player fights various enemies in rooms. Killing enemies rewards the player with gold.
- Progression: The player scores when they clear a room. The player moves between rooms by touching (colliding with) a white door after all enemies in the room have been killed.
- Buying Powerups: The player will occasionally come across shops that offer a selection of powerups, such as new spells or stat boosts. The player spends their gold on these powerups.
- Increasing Difficulty: The difficulty of enemies will gradually increase. Enemies will increase in number, and harder enemies will begin spawning every 10 rooms.

- Victory: The player wins when they clear 30 rooms and reach the final room. Upon reaching this room, victory music should play.
- Death: The player loses when they run out of Health and die. Music should also play upon death.

Relevant Objects:

- The Player: A blue rhombus that you control.
- The Enemies:
 - Mages: Red triangles that shoot spells.
 - Apprentice Mage (Tier 1): Casts Magic Bolt
 - Mage (Tier 2): Casts Energy Blast
 - Archmage (Tier 3): Casts Triple Blast
 - Warriors: Red circles that swing swords. All Warriors should have a short delay between when they raise their sword and when they swing.
 - Mercenary (Tier 1): Carries a Sword
 - Warrior (Tier 2): Carries a Longsword
 - Champion (Tier 3): Carries a Greatsword
- Spells:
 - Magic Bolt: Fires a small projectile that does small amounts of damage.
 - Energy Blast: Fires a medium projectile that does moderate damage.
 - Triple Blast: Fires three medium projectiles that each do small-to-moderate amounts of damage.
 - Fireball: Fires a slow, large projectile that does heavy damage and additional damage over time.
 - Frostflare: Fires a slow, medium projectile that does heavy damage and slows enemies.
 - Lightning Strike: Fires a fast, small projectile that does heavy damage and stuns enemies.
- Swords:
 - Sword: A basic sword that swings quickly.
 - Longsword: A sword with moderate damage and moderate swing speed.
 - Greatsword: A large sword with heavy damage and slow swing speed.
- Powerups: Various interactable items that spawn in shops.
 - Abilities: Grants the associated spell/weapon to the player.
 - Upgrades: Gives the player a stat boost.
 - Health/Stamina/Mana: Increases the current and max values for that stat.
 - Sword/Spell Damage: Increases the damage of a sword/spell. Damage upgrades are tied to a *specific* sword or spell. Buying a spell damage upgrade will prompt the player to choose a spell to upgrade.
- Pickups: Small orbs dropped by enemies.
 - Health: Red orb that restores Health when touched (does not go over max).
 - Mana: Blue orb that restores Mana when touched (does not go over max).

- Doors: White rectangles that transport the player between rooms. Must be touched when there are no enemies left in the current room to work.

Notes:

- There is no restart button - if you die or win, restart the game.
- After the player dies, you should not be able to take any actions, but the player object will still be enabled. Enemies may still attack the player's body after death. This is intentional.
- If you are unable to activate a door, make sure all enemies in the room are dead. If there are no enemies and you still cannot move through a door, this is unintended and a bug.
- There are some weird physics when swinging a sword, especially the Greatsword, and while this is janky, it should not seriously impede gameplay. However, if this takes the player out of bounds or otherwise gets the game into an unplayable state, that is bad and a bug.
- If the player has not yet encountered a shop, a guaranteed shop will spawn every 10 rooms.
- Because of how randomization works, it is possible to get screwed by RNG and not encounter enough shops/good powerups to beat later rooms. This is unfortunate, but retry the game and play from the start several times to get an idea of what a run looks like.
- Also, because of randomization, it is possible to get multiple shops in a row.
- If the game is too difficult, or you do not have much time to spend on peer reviewing this game, there are some cheats available to reach the end easily and quickly:
 - See "Controls" for a button you can press to set your Health to the max value.
 - Start the game from the "Test" scene, which has an enemy that drops a lot of gold and some powerups already spawned in the room.
- The "Test" scene is not part of the game proper, but feel free to play around with it and test the objects in the room.