

ReadMe

This iteration of the game is to put all of the levels together and make it playable from start to finish. Here, we touched up on things such as the sounds as well as the animations and collision detection. We also added a life system so that you only have 3 lives throughout one playthrough and we gave some invincibility frames for the player if they got hit to make it more fair. Things like connecting the health to a UI display on the screen and things like touching up on some of the animations are things that we left for the final. We also left having more than 5 levels that can be played for the final since we wanted to really polish up the ones that we had right now. We decided to scrap the Sans level and save it for the final iteration of the game since the turn based fight was taking too long to code up. Please let me know if you would like more art in things like the instruction screen or if the minimalist approach that we were going for works for the game. There is a secret cheat here since you wanted a skip button. If you press "0" in any of the levels, you will automatically beat it.

The commands for the Zork game is "hit troll with sword" or "kill troll with sword" or "swing sword at troll".