Apps 2 Supplementary Notes

**Controls:**

Movement: wasd keys

Run: hold down space bar while moving

Jump: j key

Pause: I added a pause button rather than triggering pause by pressing escape

**Notes:**

HP and stamina bars (red and green) located at the top of the screen track player character data – HP is lost by bumping into “enemy” or “boss” NPCs and stamina is lost by running.

HP power-up cubes are located throughout the map to restore lost HP, stamina regenerates over time

Treasure boxes store keys needed to progress – a list of held keys is kept in the UI panel at the bottom (orange, blue, and red keys and matching doors)

There is a wooden gate in the middle of the maze that requires walking into a nearby box with the same colour as the door to open

Running out of HP or falling in the “lava” at the end of the maze will result in a “game over” with no score being recorded (as the maze wasn’t completed)

A hidden gate near the bottom right corner of the maze will disappear when walked through – some HP power-up cubes are located here

**Sources:**

A youtube video tutorial by “Single Sapling Games” was followed to assist with implementing the walk, idle, and run animations for the player character at: <https://www.youtube.com/watch?v=ReauId6jFFI&t=875s>

A youtube video tutorial by “Renaissance Coders” was followed to assist with implementing the camera controller at:

<https://www.youtube.com/watch?v=j6_SMdWeGFI>