Instructions

1. Download Godot the game engine we decided to use
   1. <https://downloads.tuxfamily.org/godotengine/3.0.6/>
   2. The godot version we are using is Godot 3.0.6
2. Then download our repository
3. In the the godot menu click the **import** button on the right hand sideand look for the downloaded repository
   1. Click on the repository it should be called “2d-rpg-master”
   2. Inside that folder should be a file called “project.godot” click that and **open** button on the bottom
4. Then click on the project in the project list tab and then the **edit** button on the right
5. Another screen should pop up
6. In this screen click **project** in the very top left corner
   1. Then inside **project** click **project settings**
   2. Now in this pop up screen click on the next tab called **input map**
7. Now you need to key bind the **fire, run, jump, attack, pause, toggle\_fullscreen,discrete\_move\_left, discrete\_move\_right, discrete\_move\_down,** and **discrete\_move\_up**
   1. To key bind click the “+” on the right and click **key** then click the key you want to bind
8. Once finished with this you can exit out of that pop up and click the play symbol in the top right hand corner
9. Once you click the play button the game screen should take over your screen
10. When it loads click the full screen key you set so you will see the full game in action
11. Now you can play the game with the keys you binded it with
12. Enjoy!