**Instructions**

1. Download Godot the game engine we decided to use
   1. <https://downloads.tuxfamily.org/godotengine/3.0.6/Godot_v3.0.6-stable_x11.64.zip>
   2. The Godot version we are using is Godot 3.0.6
2. Then download our repository
3. In the Godot menu click the **import** button on the right 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. Click the play symbol in the top right corner
7. Once you click the play button the game screen should take over your screen
8. When it loads click the full screen key you set so you will see the full game in action
9. Now you can play.
10. Enjoy!

(Alternatively, you can run the self-contained executable located in the *executable* folder)

**Controls**

* Arrow Keys : Move
* Ctrl : Attack
* Shift : Sprint
* Z : Switch Weapon