My Game Project

Overview

This is a simple 2.5D dungeon-style game developed using the Ursina Engine. In this game, the player can move a character using the WASD keys in a dungeon environment, with a camera that follows the player from a 2.5D perspective.

Features

- **2.5D Camera**: The camera follows the player from an overhead angle, providing a clear view of the dungeon.
- **WASD Movement**: Control the player character using the WASD keys.
- **Simple Dungeon Map**: A basic dungeon environment with walls and a floor.

Prerequisites

- Python 3.10+
- pip (Python package installer)

Installation

1. **Clone the repository**:

```
git clone https://github.com/dongbeiyewu/game.git
cd game
```

2. **Set up a virtual environment (optional but recommended)**:

```
python -m venv venv
```

- On Windows:

```
venv\Scripts\activate
```

- On macOS/Linux:

```
source venv/bin/activate
```

3. **Install the required packages**:

```
pip install -r requirements.txt
```

If the requirements.txt file does not exist, you can manually install the dependencies:

```
pip install ursina
```

Running the Game

After setting up the environment, you can run the game with:

```
python main.py
```