Beginning 2D Game Programming Final Project Instructions  
Game Engine: Charles Kelly’s 2D UWP Game Engine  
**Isometric Game UWP**

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**Instructions:**

The goal of the game is to get to the opposite side of the map where the treasure chest is located. You must make it through the map on 4 lives, with 100pts health on each life, while dealing with enemy NPC’s on the way. Enemies start attacking when you’re within range, which is any of the 8 tiles around the enemy. They deal a good amount of damage each second you’re within range, so watch where you step and decide which path is best to the goal. Luckily if you get stuck, 50pts health is regenerated every minute, so find a good hiding place (Does not exceed 100pts.) Enemies do not respawn on death, and are kept on the map. So any enemies blocking the path, will stay blocking that path. Each time you die, you will respawn back at the starting point of the map and will need to travel your way back through, dealing with any un-finished enemies.

* Press any key on start to begin playing
* You control the player movement Horizontally/Vertically with the W,A,S,D keys and Diagonally with the Q,E,Z,C keys on the keyboard.
* Player movement may also be controlled with the Gamepad Left Thumbstick when connected.+Right Trigger for Speed Run.
* Hold F key on keyboard to attack enemies, which does faster damage. Slower damage when just pressing the key.
* Hold down X on the Gamepad when connected to attack enemies, which does faster damage. Slower damage when just pressing it.
* I,J,K,L Keys on keyboard scroll map.+Shift for fast scroll speed.
* Gamepad Right Thumbstick may be used to scroll the map.+Left Trigger for fast scroll speed.
* Mouse Wheel + to Zoom In, Mouse Wheel – to Zoom Out.
* Gamepad D-pad Up to Zoom in, D-pad Down to Zoom Out when connected.
* M key = Music Pause/Resume
* PageUp, PageDown Volume
* F11 key enables/disables fullscreen mode.
* ESC key exits game.

**Art Sources:**

*(Go to links for credits.)*

<https://opengameart.org/content/basic-isometric-tiles-128x128>

<https://opengameart.org/content/old-well-bleeds-game-art>

<https://opengameart.org/content/isometric-objects>

<https://opengameart.org/content/medieval-building-03-bleeds-game-art>

<https://opengameart.org/content/timbered-house>

<https://opengameart.org/content/quarters-bleeds-game-art>

<https://opengameart.org/content/watermill-bleeds-game-art>

<https://opengameart.org/content/large-rocks>

**Sound Sources:**

<https://opengameart.org/>