

# Shadows of Eldoria - by Jeiss Varghse



A 2D hack-and-slash game where you battle through procedurally generated levels, defeating waves of enemies using a mix of melee and ranged abilities while navigating perilous traps and obstacles.

Set in the war-torn land of Eldoria, you play as a lone warrior driven by revenge against a shadowy syndicate of mages and assassins that has plunged the kingdom into chaos. Armed with an arsenal of enchanted weapons and combat skills, you must fight your way through their strongholds, facing waves of enemies with unique attack patterns. Each level is a test of strategy, reflexes, and adaptability, culminating in intense battles against elite foes as you carve a path toward justice and redemption.

## My Mechanic: Pattern-Based Enemy Mechanics

### Enemy One: Shadow Assassin

The Shadow Assassin is a relentless melee combatant that forces players to stay on their toes. When in proximity, the Assassin performs a lightning-fast **double slash**, dealing significant damage to those who fail to dodge. At mid-range, it unleashes a **wide sweep attack**, punishing players who attempt to keep their distance. These alternating patterns push players to time their movements carefully and strike during the brief windows when the Assassin is recovering.

### Enemy Two: Arcane Mage

The Arcane Wraith specializes in aggressive, close-range magical assaults. It strikes with **two rapid bursts of arcane energy**, requiring players to dodge quickly to avoid the blasts. After each attack, the Wraith teleports a short distance away, momentarily disappearing before reappearing to strike again. This forces players to stay mobile, close the gap quickly, and anticipate the Wraith's next attack. Its relentless pressure and unpredictable movement make it a dangerous foe in tight combat scenarios.



Play at [jeiss3341.itch.io/shadows-of-eldoria](https://jeiss3341.itch.io/shadows-of-eldoria)

Move around with Up, Down, Left Right and attack with E