

LegendOfZeldaDungeon Controls:

Function	Key(s)
Quit Game	Q
Move Link	W, A, S, D, Arrow Keys
A-Button Action (Use Sword)	Z, N
B-Button Action (Held Item)	X, M
Damage Link	E
Pause	P
Select item on Pause Menu	Enter
Navigate Pause Menu	W, A, S, D, Arrow Keys
Reset Game	R
Move Room Up	I
Move Room Down	K
Move Room Left	J
Move Room Right	L
A-Button Hold (New Spin Attack)	Z,N (Hold)

Known bugs:

- None

Details of tools/processes we used that aren't explicitly required:

- (Sprint 5) Created a new song for the extra boss fight using soundtrap.com.
- (Sprint 5) Created custom final boss sprites (recolor of original LoZ sprites)
- (Sprint 5) Created new custom Link spin attack sprites
- (Sprint 4) Created custom texture atlas from scratch in Procreate for the last 10 frames of Link's death animation
- (Sprint 3) Movement between rooms in order using the doors has been implemented.
- (Sprint 2) Created custom texture atlases for Link, the items he uses, and the projectiles/effects he produces from using those items (swords, bombs, arrows). Used Paint, GIMP, and Procreate (iPad app) for image-editing software.

Shop:

- Walking through the bottom door in the starting room will lead into a placeholder room (not a part of the maze). The open door on the left in the placeholder room will take Link into a newly implemented shop. When Link walks over a bomb or life potion on the ground, if Link has enough rupees, he will pay for it. Otherwise, the item can't be picked up. 20 rupees can be exchanged for a bomb and 50 for a life potion.

Traversing the MazeRooms

- To enter the maze, you must **first move two rooms down** (first room is a placeholder room) from the starting room.
- Now that you've entered the maze you must follow the following pattern:
 - Up, Up, Down, Down, Left, Right, Left, Right
- Now that you're at the end of the maze, you can go down a room into the final boss fight

Puzzle Solutions:

- For the moving block puzzles, they need to be set up to match the configuration in the previous room. You can walk through the open door to check the configuration again.
- For the orb/switch puzzles, they can be triggered by hitting them with a weapon. Blue means they are in the "base state", and orange means they have been triggered.
- The doors will open when all blocks/switches are in the correct spot/state

Final Boss :

- Phase 1 : 100% - 70% Green
 - Spiral Attack
 - Linear Attack
 - Double Linear Attack
- Phase 2 : 70% - 20% Blue
 - Wall Attack
 - Circle Gap Attack
 - Helicopter Attack
- Phase 3 : 20% - 0% Red
 - Circle Attack
 - Homing Circle Attack
 - Checkerboard Attack

Starting at Phase 2 the final boss will attempt to run away from the player.
Boss's projectiles can be reflected by Link's spin attack.