Desert Combat 2D Game

Instructions

Installation

1. download files and load up project in Unity
2. Select full HD (1920 x 1080) in unity editor
3. Press play, the game will begin immediately

Controls

- A/D -- left-right movement
- J -- normal meele attack
- K -- hold for charge attack
- R -- restart game after game over/winning

Win Conditions and Scoring

- Current score, enemies left, wave, and HP are displayed in the top right corner
- You will lose if HP reaches 0
- You will win if you complete wave 3
- Each wave will be completed when enemies left reaches 0 and will be accompanied by a clear ding sound
- You have to hit enemies with your normal attacks and charged attacks to eliminate them
- Every hit you land (indicated by a clanging sound) will earn you 1 point
- Every enemy you elimnate will earn you 5 points

Expected behavior

- player can move only on 1 axis by using the a/d keys at a constant speed
- player can execute the normal attack on a 0.5 second cool down
- the normal attack will launch 2 attacks consecutively (indicated by two separate sounds)
- player can execute charge attack after holding down 'k' key for more than 0.3 seconds
- the charge attack will launch 4 attacks in quick succession (indicated by four separate sounds)
- enemies will always spawn near the edge of the map and will have speeds uniformly distributed around a small interval
- enemies will spawn every time an enemy is eliminated during a wave
- new enemies will spawn every time a wave is cleared (2 more on wave 2, 3 more on wave 3)
- enemies will have more hit points during the higher waves (3 on wave 1, 4 on wave 2, 5 on wave 3)
- player will be required to eliminate more enemies each succeeding wave to complete them (3 on wave 1, 15 on wave 2, 36 on wave 3)
- game over screen or you win screen will appear depending on if player has lost all HP or has cleared all three waves
- player HP, wave count, score will be reseted every time the game is restarted

Credits

- background + characters: https://penusbmic.itch.io/
- sounds: https://mixkit.co/free-sound-effects/hit/