PRISON OF THE KING

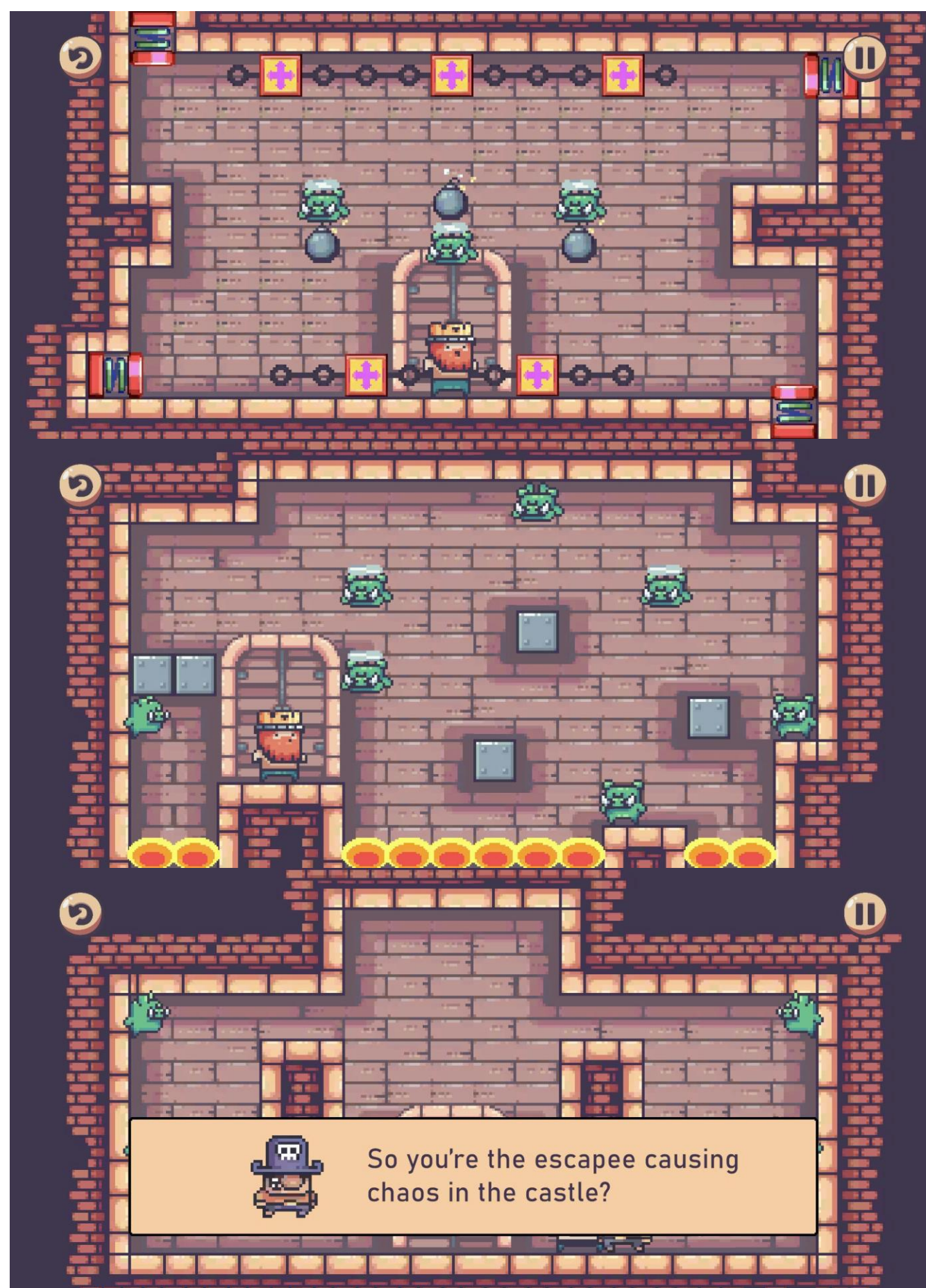**Author:** Nguyen Gia Hung
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Prison of the King is a tactical grid-based puzzle game woven with a dark, mysterious narrative. You represent a **prison escapee**, fighting to break out of a heavily guarded dungeon.

Your mission: eliminate the **wardens**, secure the key, and find your way to freedom. Yet, every battle brings you closer to a **hidden truth** – secrets about the King, the castle, and your own forgotten identity.

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Feature

🧠 **Tactical Grid Mastery** Calculate precise movement graphs to outmaneuver enemies and reach the exit

💣 **Dynamic Trap Mechanics** Master diverse interactions like springs, bombs, barrels, slippery ice,...

🌍 **Bilingual Experience** Instantly switch languages for a native Vietnamese or global English experience

📈 **Escalating Game Challenges** Face increasingly difficult levels that demand sharp logical thinking

📜 **Hidden Story** Defeat wardens to uncover the dark truth behind the King and the Castle

🔄 **"Re-lock" System** Manually reset progress to re-experience the narrative flow from any point

💾 **Auto-Save** Automatically tracks completion and settings, keeping data safe after updates

> So you're the escapee causing chaos in the castle?

Future work

Continuously **expanding** with new complex levels, fresh mechanics, and new chapters to the mysterious story.

Redesign graphics and SFX to better reflect the mysterious narrative.

Engine

unity

Open source:
github.com/nguyenhun11/PrisonOfTheKing