REFERENCES(Links)

Soundtrack

http://www.davidvitas.com/portfolio/2016/5/12/rpg-music-pack

Tutorial for inventory system(inventory system folder in unity editor also, just that video not playlist)

https://www.youtube.com/watch?v=Hj7AZkyojdo&index=2&t=0s&list=PLboXykqtm8dynMisqs4_oKvAIZedixvtf

Tiled Map Editor

https://www.mapeditor.org/

Export Tile Map

http://www.seanba.com/tiled2unity

Sprite-Sheet for all tiles

https://www.kenney.nl/assets/roguelike-rpg-pack

Sprite-Sheet for characters and animations

https://github.com/Heerou/2DActionRPG/blob/master/Assets/Art/GamesPlusJames%20-%20Unity%202D%20RPG.zip

Tutorial for turn-based combat system(actions, windows, actors, editors folders in unity editor)

https://www.lynda.com/Unity-tutorials/Unity-5-2D-Combat-RPG-Game/499485-2.html

Houses/Buildings

https://www.google.com.au/search?q=rpg+house+tile+set&rlz=1C1EKKP_enAU730AU730&source=lnms&tbm=isch&sa=X&ved=0ahUKEwjnyYqv9M3dAhURBIgKHV7dDugQ_AUIDigB&biw=1920&bih=969#imgrc=tRtD8jHF3RcbOM

Background art in Battle Scene

https://assetstore.unity.com/packages/2d/environments/painted-hq-2d-forest-medieval-background-97738

HOW TO PLAY

W,A,S,D MOVEMENT

Interactions Within the Game

Dialogue
Hold Spacebar then get close to where the NPC wearing black is and release spacebar to start a conversation.

Inventory
Walk on top of sword to have it added to your inventory (yellow bar should see sword sprite in white box when collision with player happens) Note: this will not work if you enter into another scene before or after you pick up the item.

Quest
Go to where NPC wearing red is to start a quest.

Battle
Walk on top of enemy to start a battle. Press the attack button to attack and flee button to run away. Note: Flee will only work sometimes as it is based on random chance. Note: Enemy has 5 hp but choose to keep it a secret from the player, to keep the player on their toes.

Load-New-Area
Go directly west from where you start to enter forest. Note: This is a shortcut. The main way is to keep going east into the path ends. You can also enter your house directly north.