**Group Final Report**

**Dungeon Quest – Karl Kalinowski, Keivan Sabet**

Start - Start the game and pause the game

A - Attack/Action button

Up - Move character up

Down - Move character down

Left - Move character left

Right - Move character right

Here is a list of what the game has.

1. The game starts by playing a short song that was written on the piano.
2. The game has a pause screen that also is the game’s start screen.
3. The game has a character that is made up of 7 16 by 16 pixels sprites.
4. The character is animated and will perform the following animations
   1. Stand still, walk left, right, up, and down
   2. Attack left, right, up, and down
5. The game has a HUD which displays the player’s health as a number of hearts.
   1. Consequently that means the game has a health system
6. The game has two different enemy AI’s
   1. The first simply moves back and forth between two directions
   2. The second follows the player for a direct attack.
7. The game has hit detection Attacks will take one hit point away from the opponent per attack.
8. The game has an attack sound effect.
9. The game has a background and also another background for hit detection. (For hit detection black = walkable but it is a little buggy and not pixel perfect.)