The Legend of Adlez

Tim Lyons, Ben Bauer, Tito Vasquez, Angel Aguayo

Design

Tile-based movement

Money collected from defeating enemies

Shop to purchase upgraded weapon and potions

3-screen dungeon

Final Boss that drops a key to get to end room

Start Menu

Continue: Load an old game.

New Game: Begin anew!

Controls: View how to navigate the world

Quit: Exit the program

Gameview

Various types of enemies

Each with their own attack damage and health

Enemies drop coins when killed

Keep track of:

1. Health
2. Coins
3. Potions

And other special items you find along the way!

Don't Die!

Or you'll have to go back to the main menu!

Pause Menu

Save: Save the game to play later

Load: Load an old game

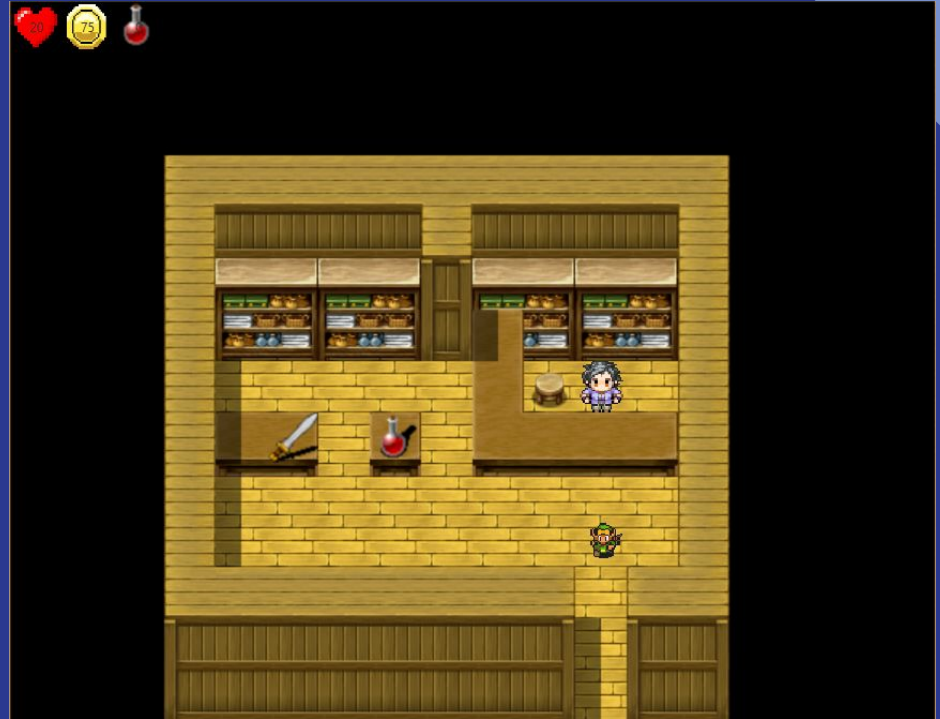Quit: Return to the start menu

Displays a map of the world

Item Shop

Upgrade your weapon

Buy potions to heal

Boss Battle

Defeat the demon lord to gain access

to the treasure room.

Throne Room

Sit in your throne and rule over the kingdom!

You won!

hooray