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*Introduction*

*Game Summary:*

A very evil sword is a rogue-like game where a deviously evil dagger tries to destroy the hero who stole his friends in a dungeon.

*Genre:*

Rogue-like, adventure,

*Technologies used:*

* Godot 4 for the engine
* VScode for the IDE
* GIMP for the art
* Git and Github for version control.

*Target audience:*