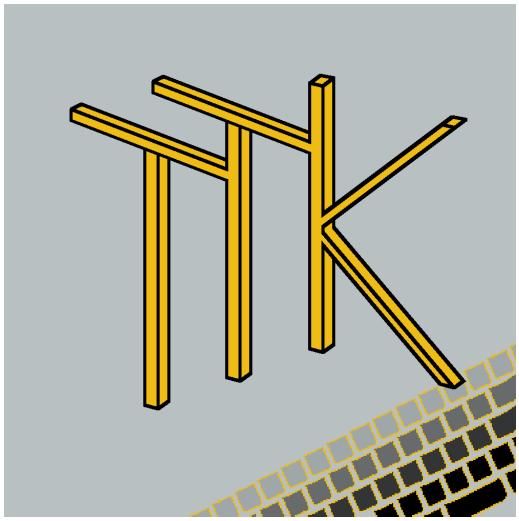
Hero Climb

Presented by Tappa Tappa Keyboard



Julia Abdel-Monem (UI/UX)

Jason Culbertson (Enemies)

Ferris Hammes-Buehler (Main Character)

Taran Haug (Level Design)

Gavin Haynes (Sound Design)

About

The dastardly Necromancer amasses treasure in their lair, free to take for any brave enough to venture within. When you enter, lava begins to bubble up around the base of the tower, quickly rising. Race as high as you can in this arcade-style platformer!

Earn more points for killing enemies, collecting loot, and climbing the tower's floors. Higher difficulty levels makes for higher risk, but higher reward.

The Rogue can climb pipes, the Fighter can break through wooden boxes, and the Wizard can shoot fireballs from range.

Minimum Requirements

- Windows 10, Linux, or Android
- .NET 7.0 or newer
- An OpenGL 3.0 capable GPU
- x86_64 on Windows or Linux, arm on Android

Download

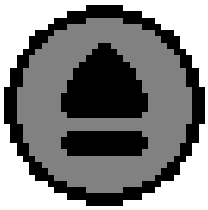
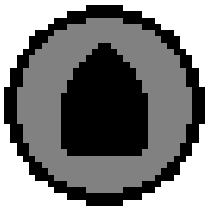
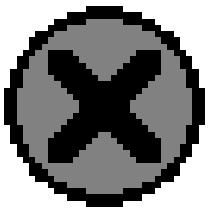
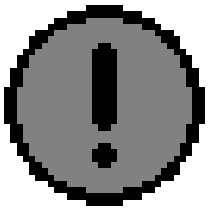
You can download the latest version at github.com/theIntethesis/Hero-Climb/releases. Unzip and move the containing folder to a suitable location, and then run the executable.

Building

Requires Godot Mono (C#/.NET) 4.3, .NET 7.0 or newer

Packaging (using the makefile in hero-climb/build/) requires a linux machine with zip and make.

Controls

Action	Keyboard	Mobile
Jump	Space	
Movement	WASD	
Interact (open a shop)	F	Tap Screen
Attack	Left Click	
Ability	Right Click	

Playable Classes

Name		Description	Special Ability
Fighter		Strong Melee, Slow Movement, High Health	Dash that can break wooden crates
Rogue		Quick Movement, Average Health	Climbs Pipes
Wizard		Lower than average health, Average movement	Ranged Fireball Attack

Gameplay

Objective

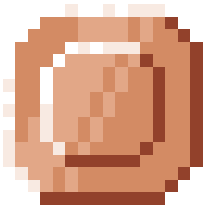
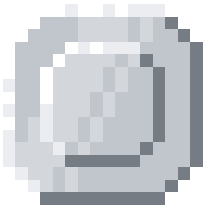
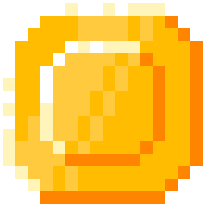
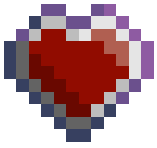
Climb as far as you can without dying

Health

You start off with 5 hearts, equivalent to 100 hp. Each Quarter heart represents 5 hp.

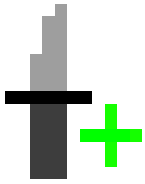
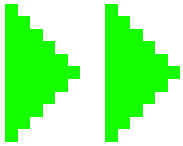
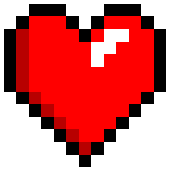
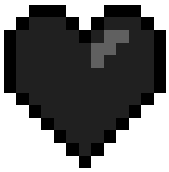
Pickups

Coins can be spent at the shop. Their value is displayed below.

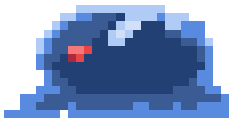
Pickup	Name	Value
	Copper Coin	1
	Silver Coin	5
	Gold Coin	10
	Heart Pickup	15-35 hp

Shop

Tap or Press F while hovering over the shop to open the menu. The price varies between classes and difficulties, and will increase when you purchase one.

	Description
	Increase Damage
	Increase Movement Speed
	Completely Heal Self
	Increase Max Health

Enemies

Name		Description
Goblin		Moves Quick, Lunge Attack
Skeleton		Ranged Attack
Slime		Slow Movement, Splits on Death
Zombie		Average Melee

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Godot Unit Test v9.3.0

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Minecraft-Font

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