TINY SWORDS

LETS'S PLAY

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INTRODUCTION

The game is a 2D pixel-art RPG set in a handcrafted fantasy world using the Tiny Swords asset pack. Players control a knight who explores the environment, battles enemies, collects resources, and manages an inventory to survive. The gameplay features real-time combat, enemy AI, experience-based leveling, and an interactive UI with health bars, menus, and inventory slots. Developed using Unity's 2D tools, the project incorporates sprite animation, C# scripting, physics-based interactions, and UI systems.

HOW TO PLAY

Movement is handled with the WASD keys, while 'K' is used for performing sword attacks. The inventory system allows players to use items with Left Click and drop them with Right Click. Pressing Escape (Esc) toggles the Stats Manager, where the player can view character stats like speed and damage. Mastering movement, timing attacks, and managing resources are key to surviving and progressing in the game.
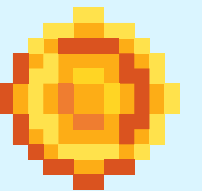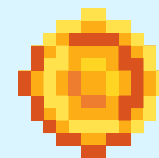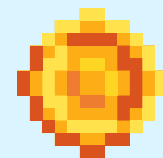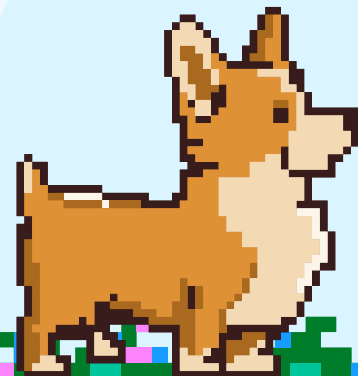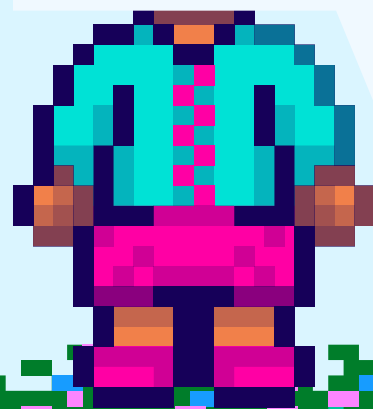
WORLD DESIGN

The game world is built using the Tiny Swords asset pack, styled with pixel-art trees, houses, and mountains. A custom layer-based system ensures depth and realistic movement in the 2D space.

Layer Types:

- Collision Low: Blocks movement at ground level (e.g., fences, walls).
- Collision High: Blocks elevated areas (e.g., mountain tops).
- Non-Collision Low: Decorative walkable elements (e.g., grass, shadows).
- Non-Collision High: Visual-only layers (e.g., tree tops, roofs).

Key Interactions:

- Trees & Houses: Players walk behind but can't pass through.
- Mountains: Require stair objects for vertical movement.

PLAYER MECHANICS

- Movement: 8-directional, physics-based with Rigidbody2D
- Combat: Sword attack with synced animations and hit detection
- Interaction: Pick up/use items, navigate terrain (e.g., climb stairs, walk behind objects)
- Health & EXP: Max HP 20, reduced by enemies, restored with items; EXP gained from defeating enemies
- Items: Healing items, speed boosts (used via inventory UI)
- Death: Player dies when HP reaches zero
- Knockback: Player is pushed back slightly when hit by enemy
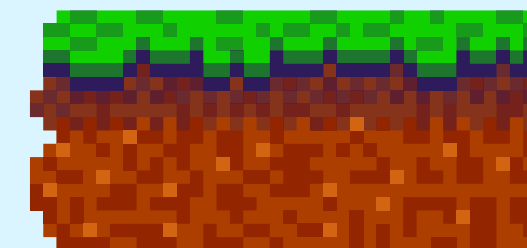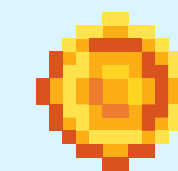- Animations: Idle, Walking, Sword Attack (via Unity Animator)
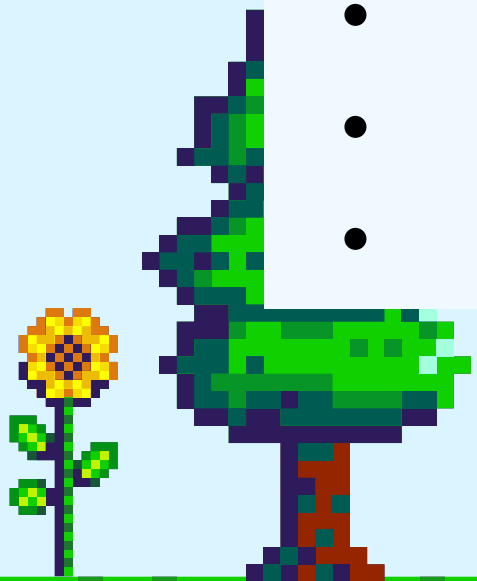
ENEMY AI AND COMBAT

- States: Idle, Chase, Attack (with animations).
- Detection: Circle Collider 2D (front-biased aggro zone).
- Movement: Follows player; respects world collisions.
- Combat:
- Melee attack with cooldown
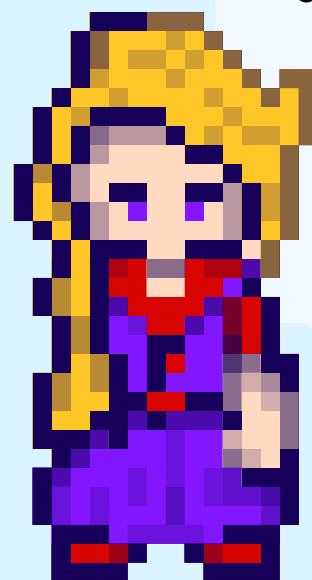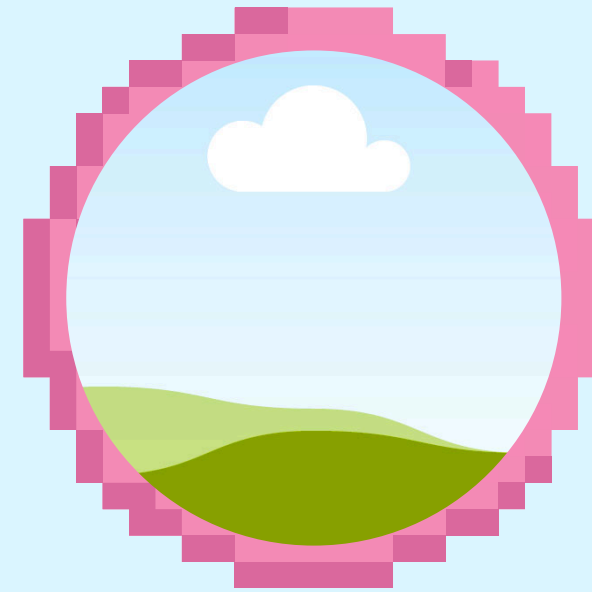- Knockback on hit
- Dies at 0 HP
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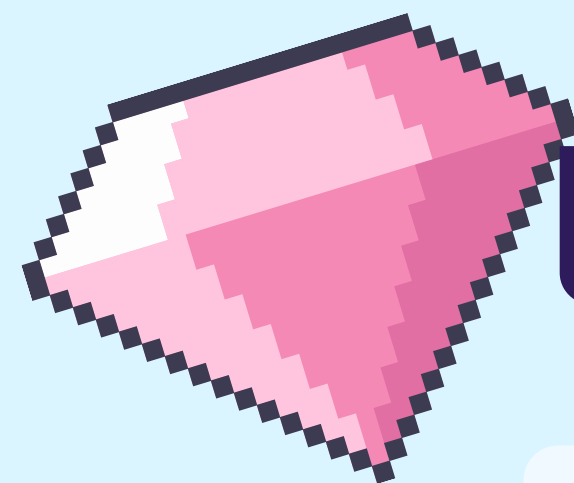
USER INTERFACE

- Main Menu: Start / Exit game
- Health Bar: Real-time HP display
- EXP Bar: Tracks XP & Level-ups
- Inventory: 3 slots, Use / Drop items, shows gold
- Stats Panel: Toggle with Esc, shows player stats
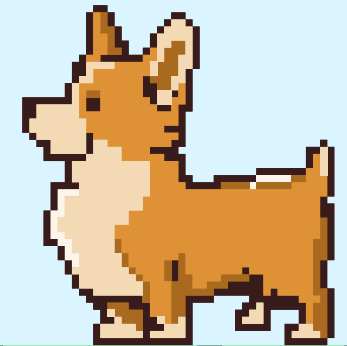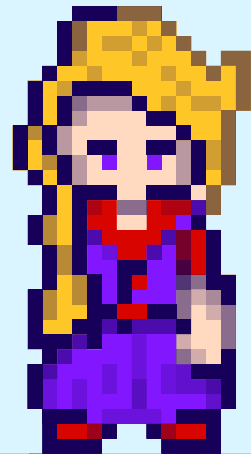- Game Over Screen: Restart / Menu / Quit options

CREATORS OF THE GAME

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THANK YOU FOR PLAYING!