Description of game

You are a traveler who stumbled upon a town called Wimpy town. You met a man named Tod. He has you find and deliver metal to a man named Oswald to work on his home and upgrade it. After that Oswald has you head to Turkindale.

Goals to complete task.

You will have to collect gold, find metal and buy metal from the shop to complete your task. You can fight enemies to earn more gold to complete your task.

Genre - Action RPG

Caster Skills

Ice shard

Fireball

Healing Spell

Lighting Ball

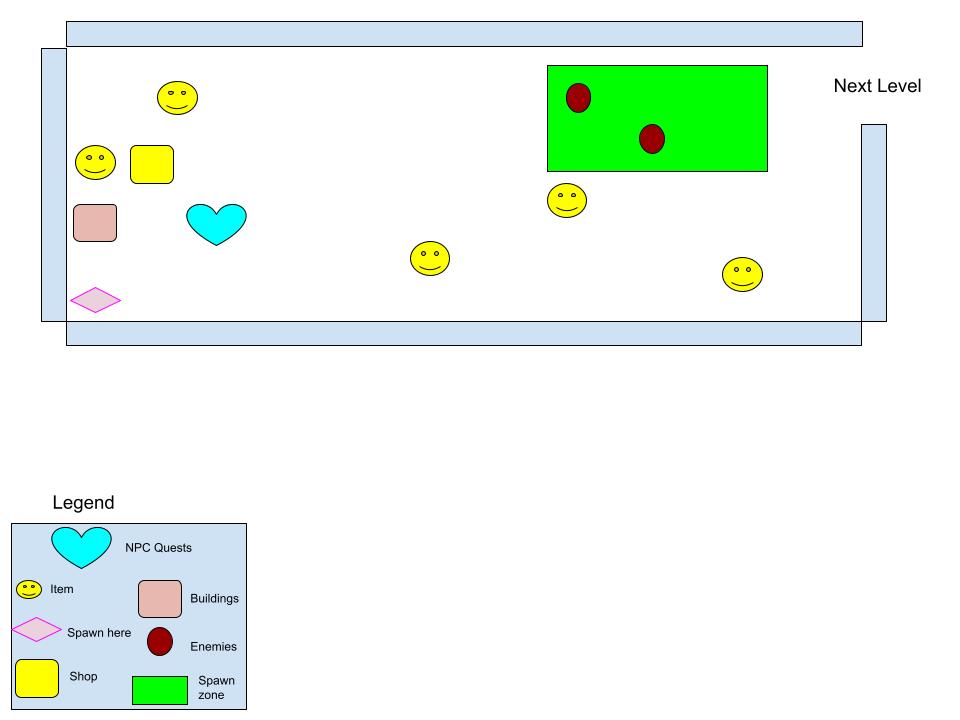
Knight Skills

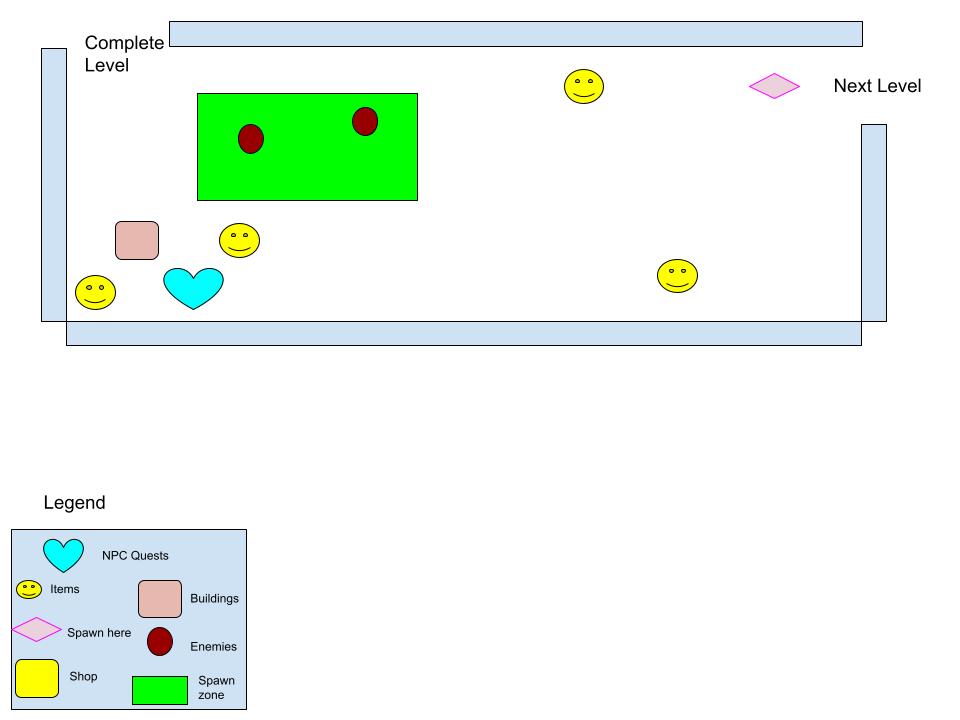
Downward swing

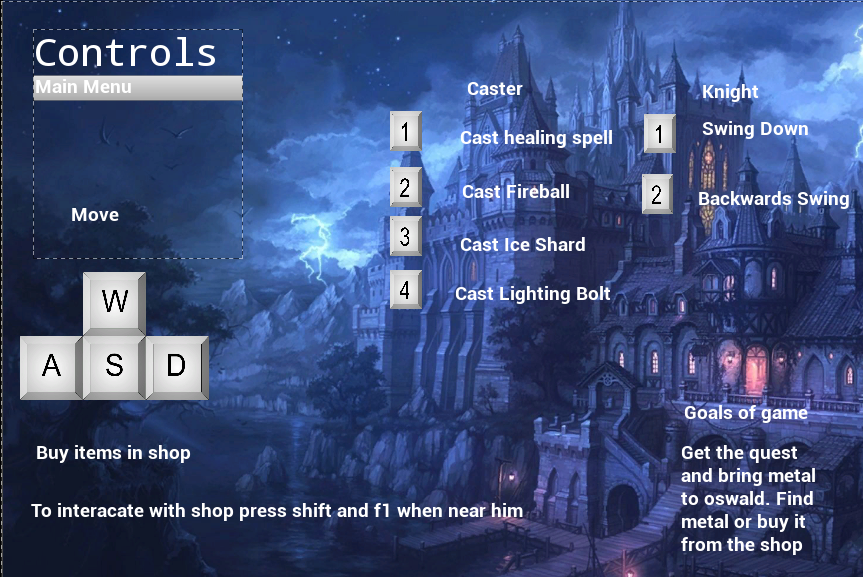
360 swing

Level and layout design for game.

Level 1

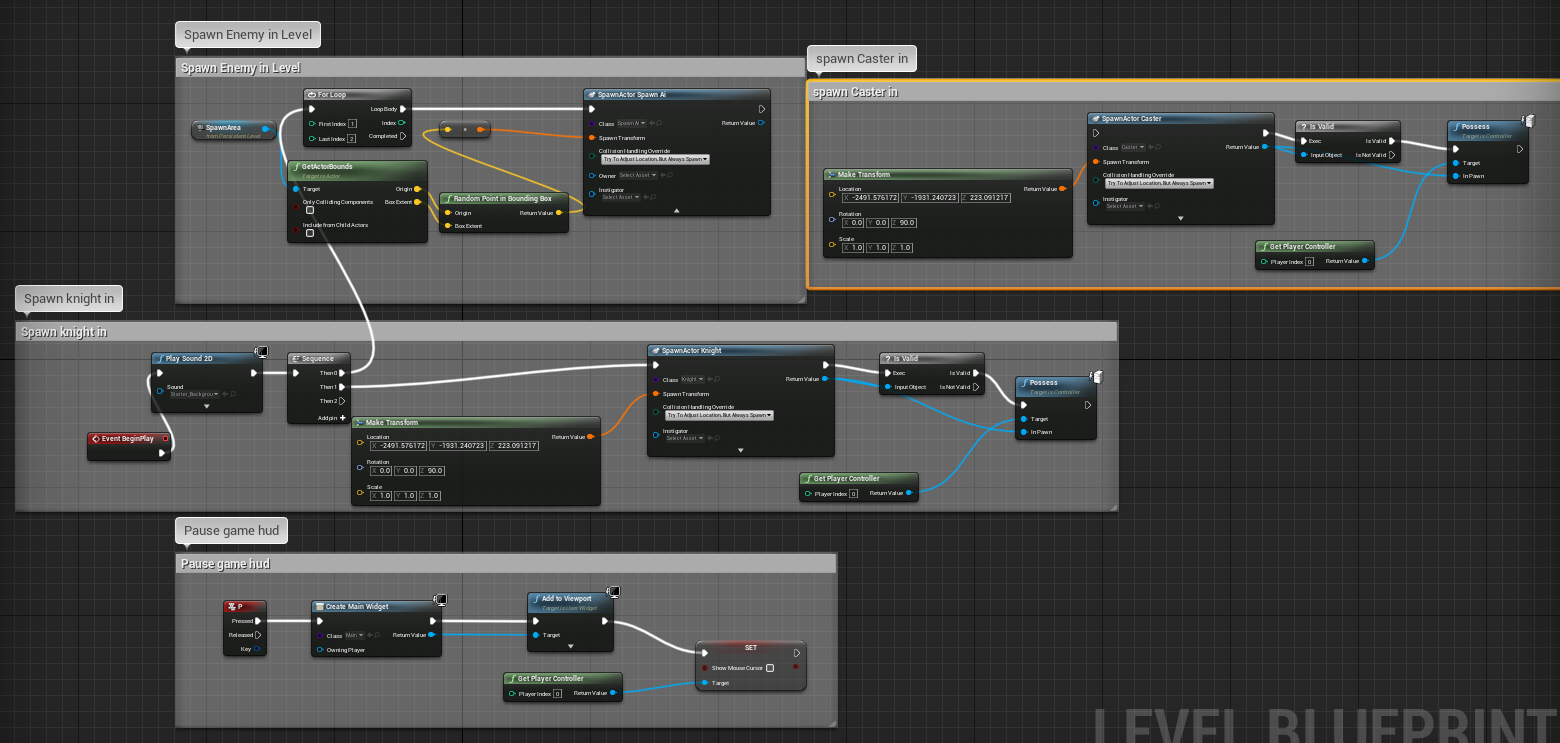


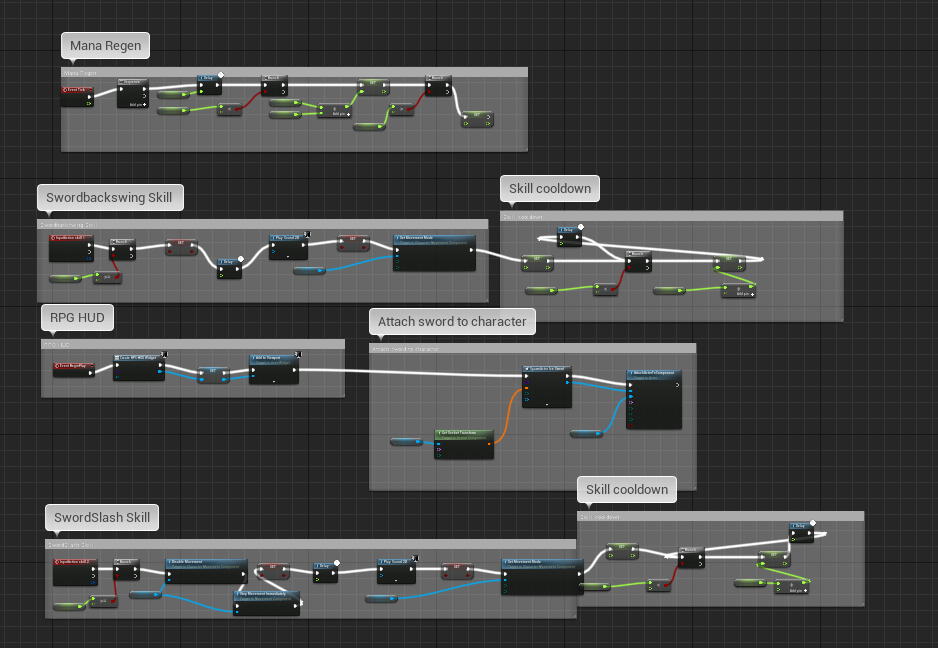
Level 2

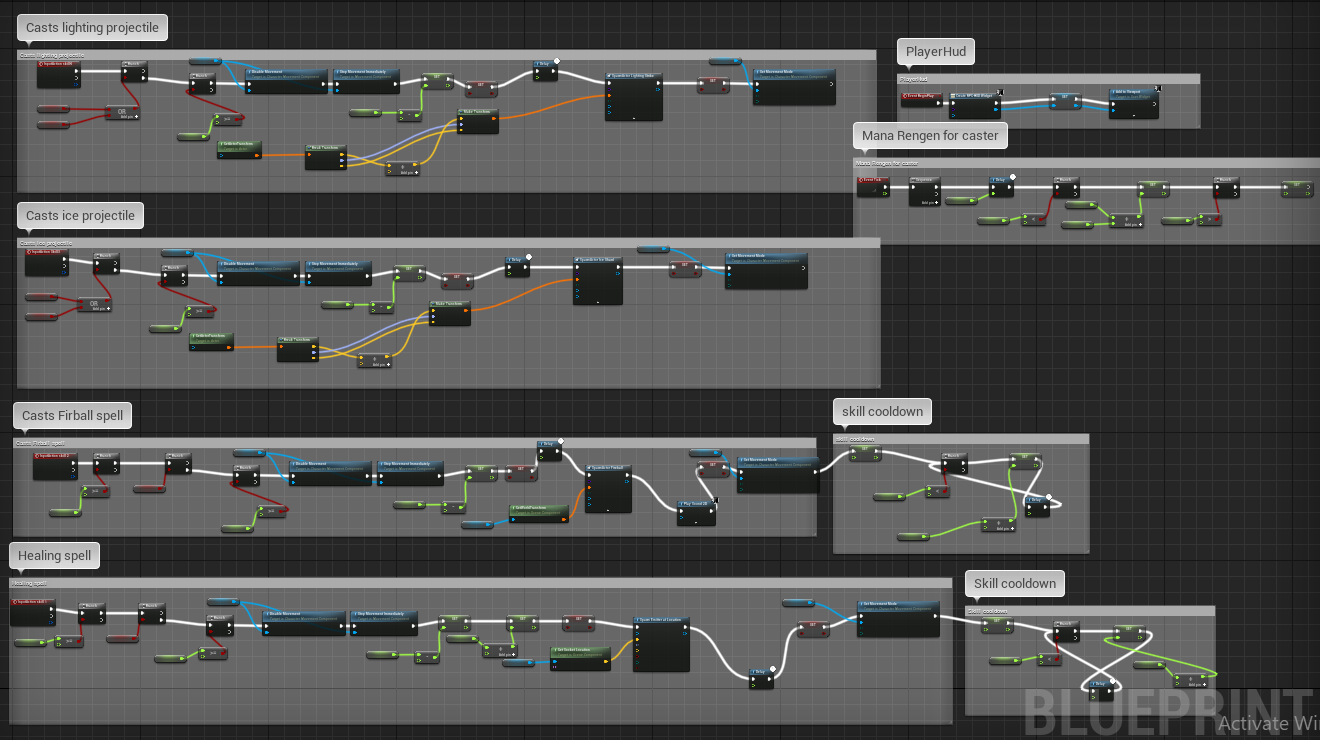
Controls to the game

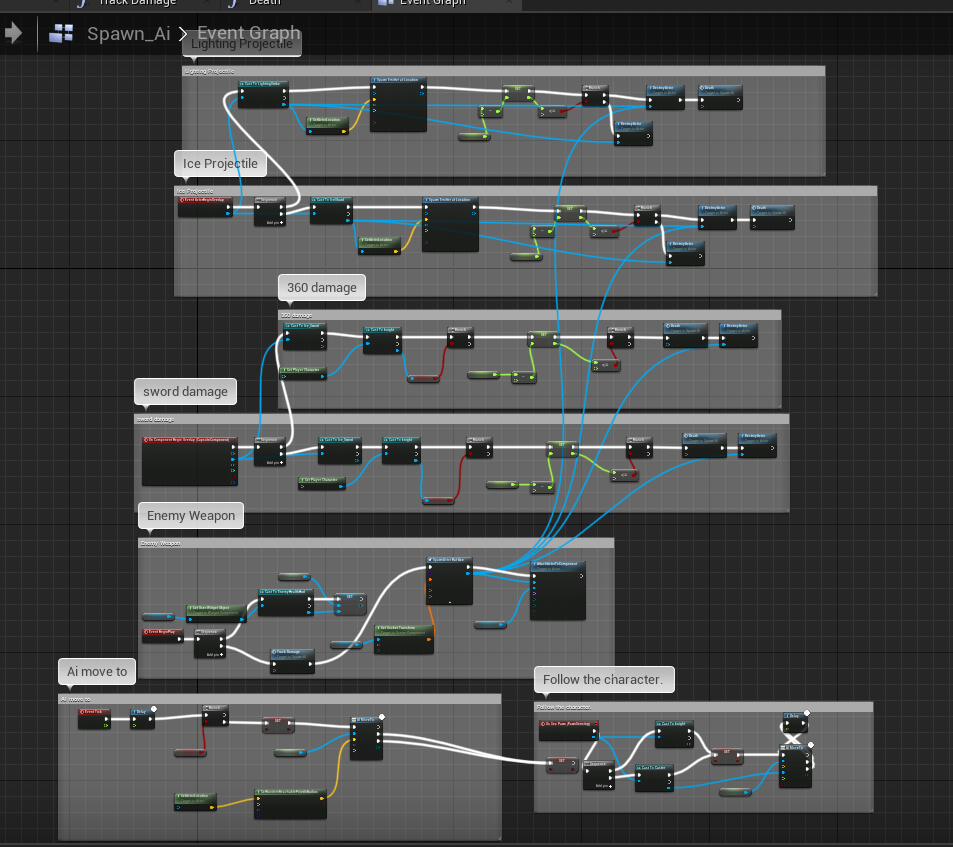
Blueprints

Level 1 and level 2 have the same blueprints.

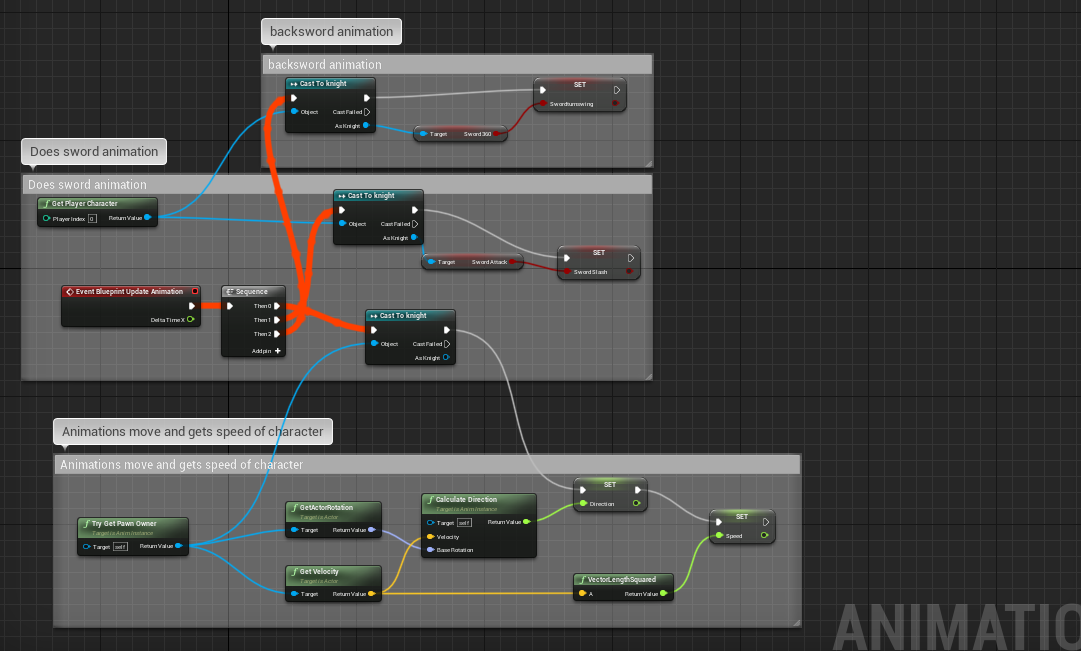
Characters

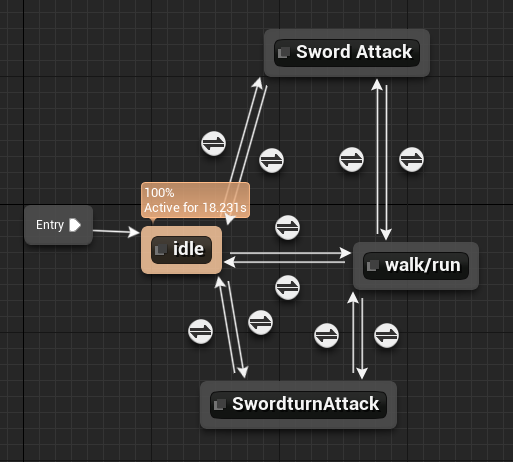
Knight Blueprints

Caster Blueprints

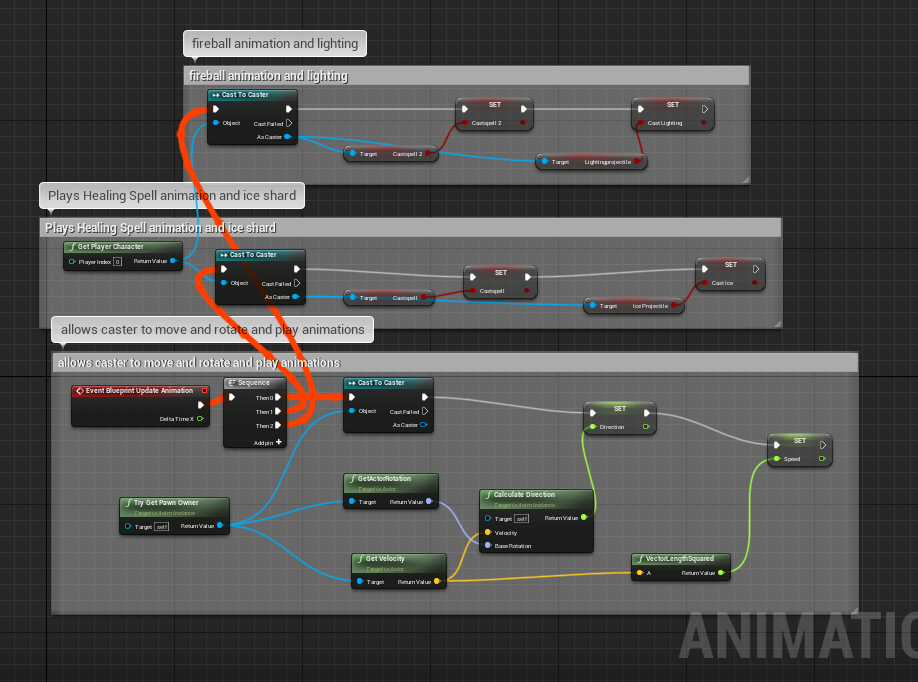
Enemy

Animations and state

Knight

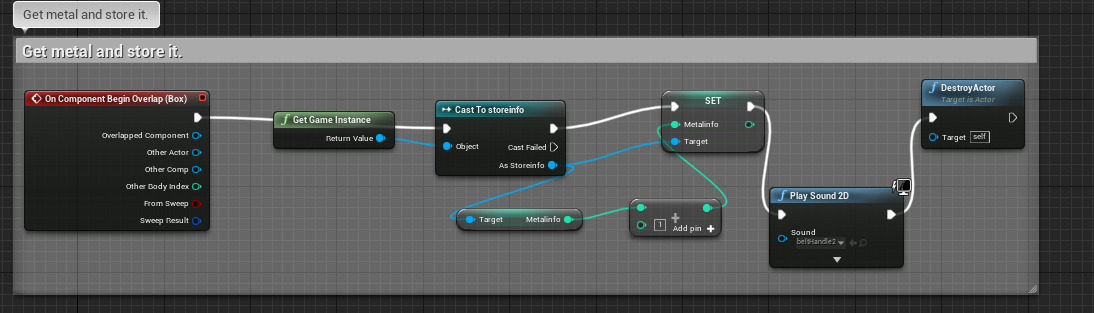
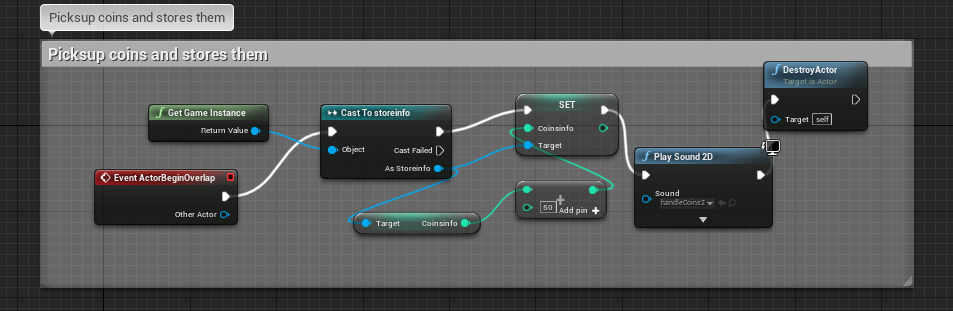


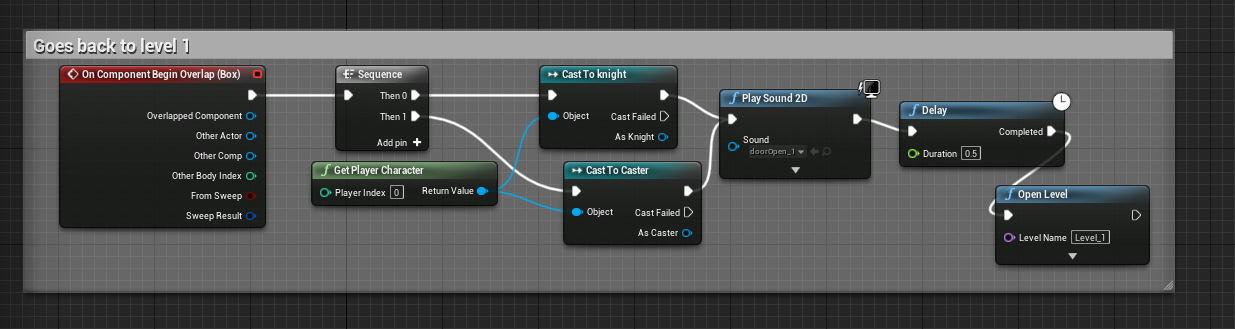
Caster



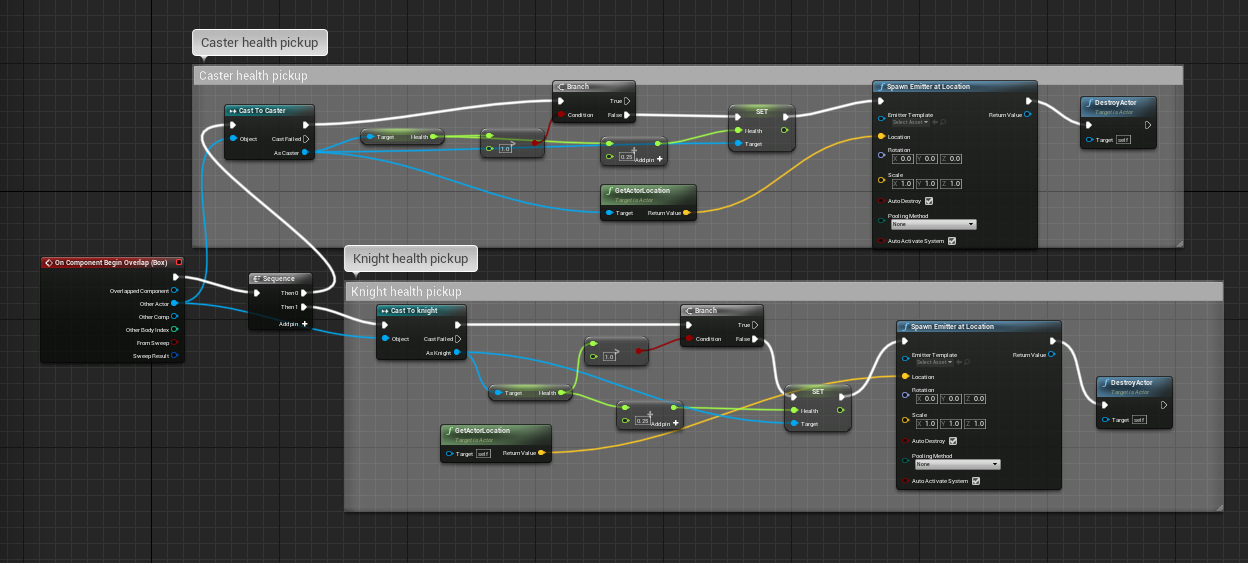


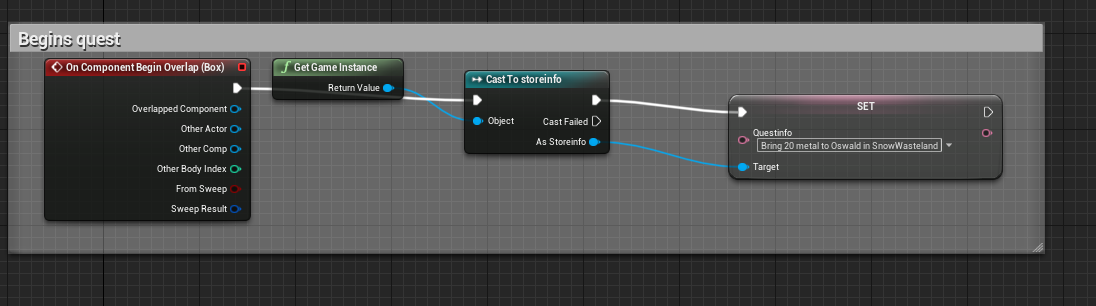
Pickups

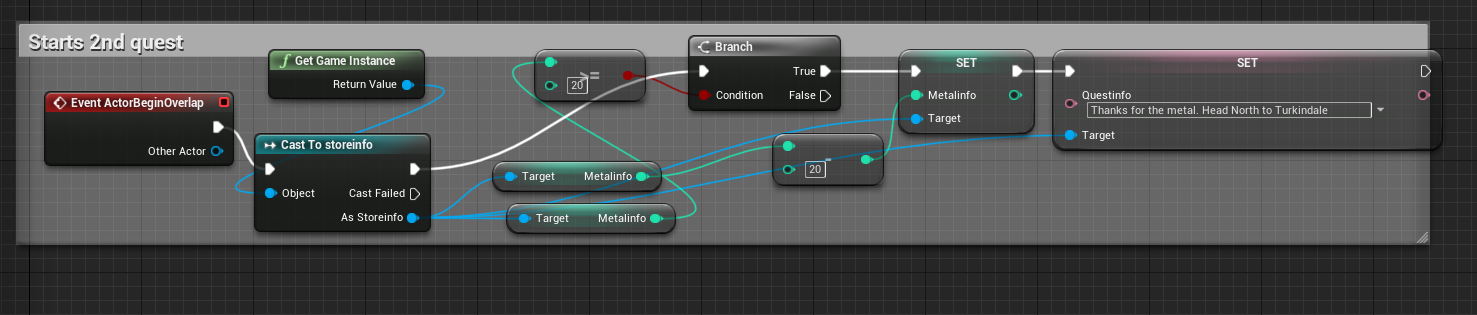
Metal, Gold is the same set up. 

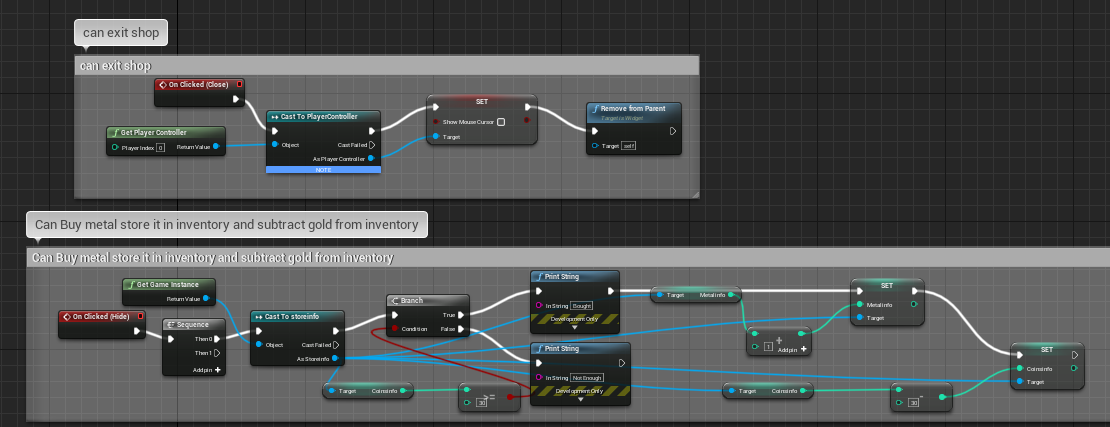
Doors all have similar code only difference is going to different levels or completing them.

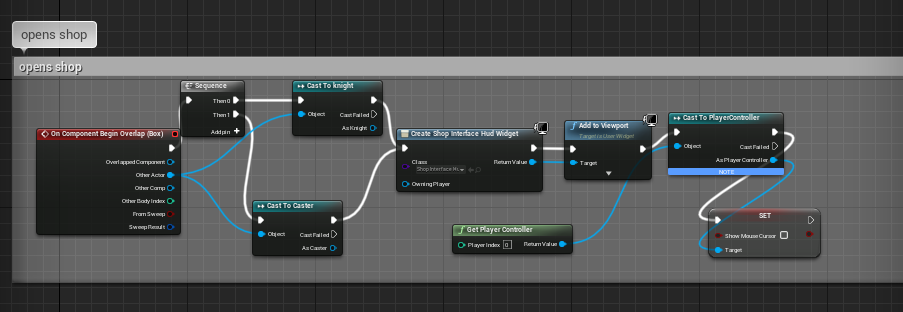
Health

Quests

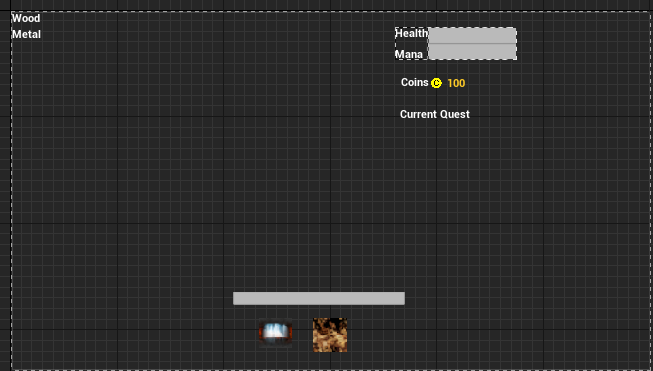
Quest 1

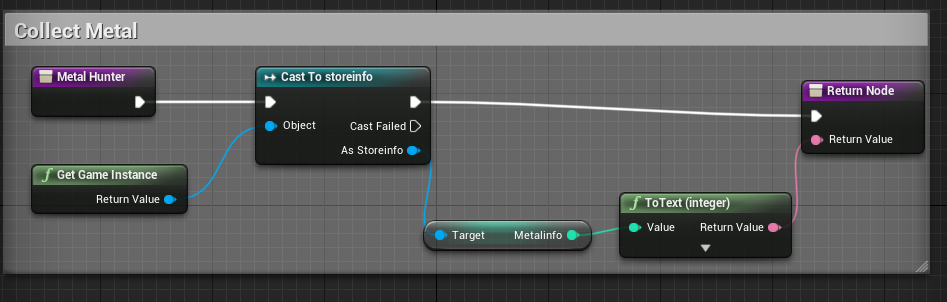
Quest 2

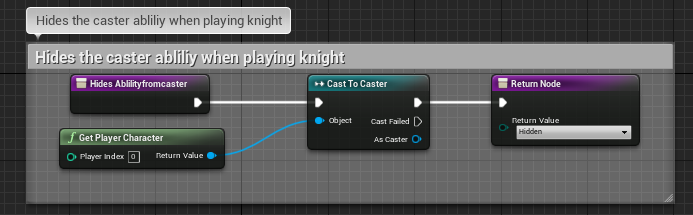
Shop



RPG Hud



Metal, shop, and quest are the same for code. Just different target

The knight and caster code are the same just for characters.

Health and mana are the same just different variables.

