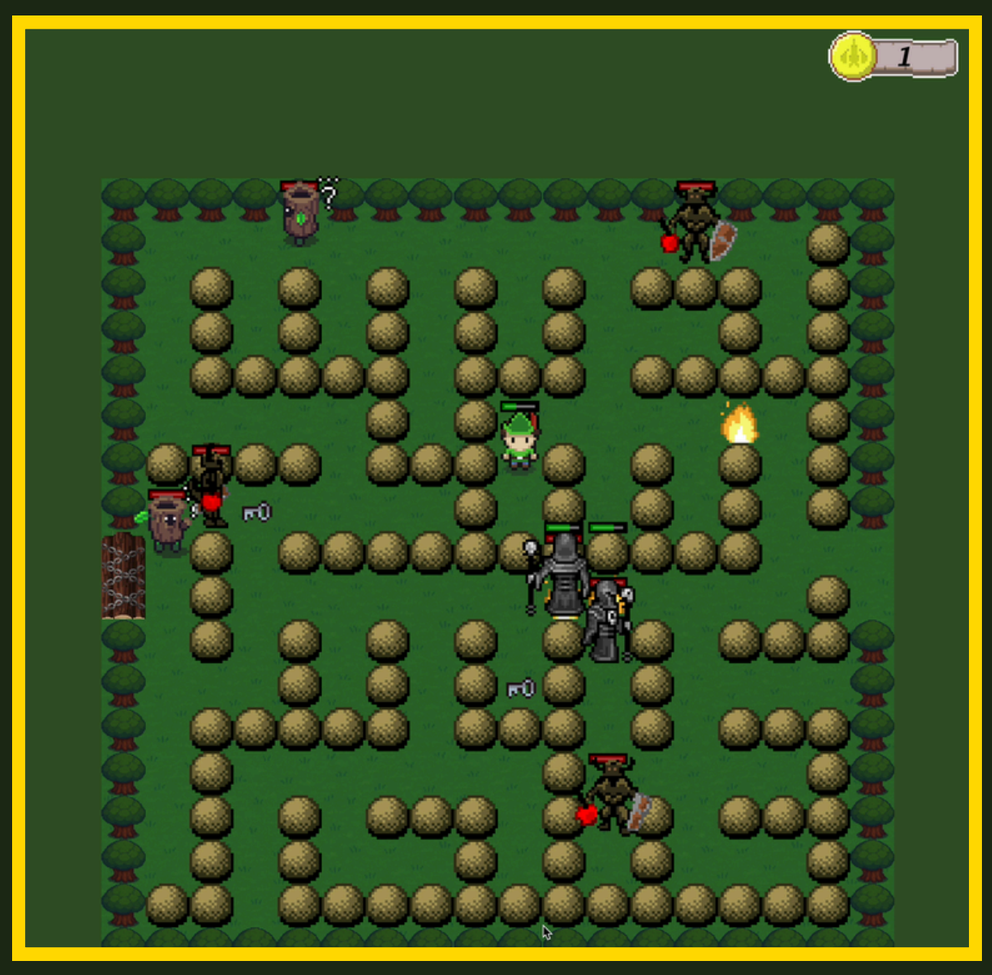
EMBARK ON A JOURNEY...

SEE THE VIDEO TRAILER!!!

(Don’t forget to turn on volume !)



- SOLVE 4 MAZES OF INCREASING DIFFICULTY
- AVOID DEADLY PROJECTILES
- SLAY TERRIFYING MONSTERS
- COLLECT GOLD COINS
- COLLECT HEARTS TO HEAL
- FACE THE FINAL BOSS

HOW MANY COINS WILL YOU COLLECT?

Detailed Description

Beginning

Our game begins in a spawn area where the player starts with a limited amount of health.
In this area, the player can collect essential items, including a pickaxe and a key that unlocks the next room.

Progression

Main Obstacles

The player must progress through four mazes of increasing difficulty.
The difficulty increase is reflected by complexity of maze and number of enemies and keys.

There can be three types of enemies:

- Log Monsters, which seem harmless at first but will chase and damage the player at close range.
- Arrow Enemies that wander randomly and attack from a distance when the player is in sight.
- Dark Lords, similar to Arrow Enemies but fire fireballs that leave burning areas on the ground.

Each maze can contain up to three keys, only one of which unlocks the next area.

Player capabilities

Throughout the game, the player can break rocks and attack enemies.
Every hit knocks the enemy back away from the player.
Destroyed rocks have a 50% chance of dropping a heart that restores health.
Defeated enemies drop either a heart or a coin.
The player then can collect both hearts and coins.

ENDING

After clearing the fourth maze, the player enters the final boss room.
The boss must be defeated to obtain a key and escape.
The boss attacks using powerful water projectiles that pose a significant threat.

At first, after exiting the boss room, only the rocks disappear and enemies freeze.
However, players who return to the spawn area will discover a hidden treasure!

OBJECTIVE OF THE GAME

Collect as many coins as possible while progressing through game.
This makes gameplay a lot harder and interesting as it forces the player to combat enemies.

CONTROLS

- You can move the main player around with the arrow keys.
- To use pickaxe, once collected, press 'SPACE'.
- To open a portal using key, stand in front and press 'E'.
- To reset the game, press 'R'.
- To pause the game, press 'P'.

If the player dies at any point, the game restarts from the beginning.