

THE WARRIOR OF TREASURES 2: SKULL HUNTER

GUIDE

Game idea:

Player is knight character whose mission is to find 6 hidden skulls in every level and also avoid different enemies. Every level have at least 6 skulls hidden somewhere.

Player has inventory system where he can collect items and weapons with E button. Player can collect weapons like sword, halberd and bow. Also health potion which increases player health. Game contains also armors which give player more protection against enemies. Game contains armors like helmet, boots, breast armor and arrows

Player can transfer items from inventory to game action bar with number buttons. There can be 4 items at same time. Player has also stamina/energy system. Stamina decreases during fighting and when player runs.

Game contains 3 different enemies: 2 different melee warriors with halberd and sword and one more harder enemy skeleton archery enemy

CONTROLS:

WASD = MOVEMENT

SPACEBAR = JUMP

F = ROLL

TAB = RUN

I = OPEN INVENTORY

P = PAUSE GAME

E = PICK ITEM

MOUSE LEFT = ATTACK/SHOOT ARROW

SHIFT + MOUSE LEFT = HEAVY ATTACK

ALT + MOUSE LEFT = SPECIAL ATTACK

NUMBERS 1,2,3,4 = ADD ITEM TO ACTION BAR FROM INVENTORY

R = TOGGLE WEAPON / DROP WEAPON FROM INVENTORY

GUARD = RIGHT MOUSE BUTTON

Notes:

Pick-up items with E button. Player can open inventory with I button and transfer items from inventory to game action bar by selecting inventory item via keyboard/keypad left and right arrows buttons. Then by using numbers 1,2,3 or 4 player can transfer item to action bar slot. And during game player can use those action bar items via number buttons 1,2,3 and 4.

Player need pick-up arrows that he can use bow weapon. Shield and axe can't be used same time during game.

Game mechanics are same kind as in many games that contain inventory. Game not yet contain inventory system with mouse, but it may added in future