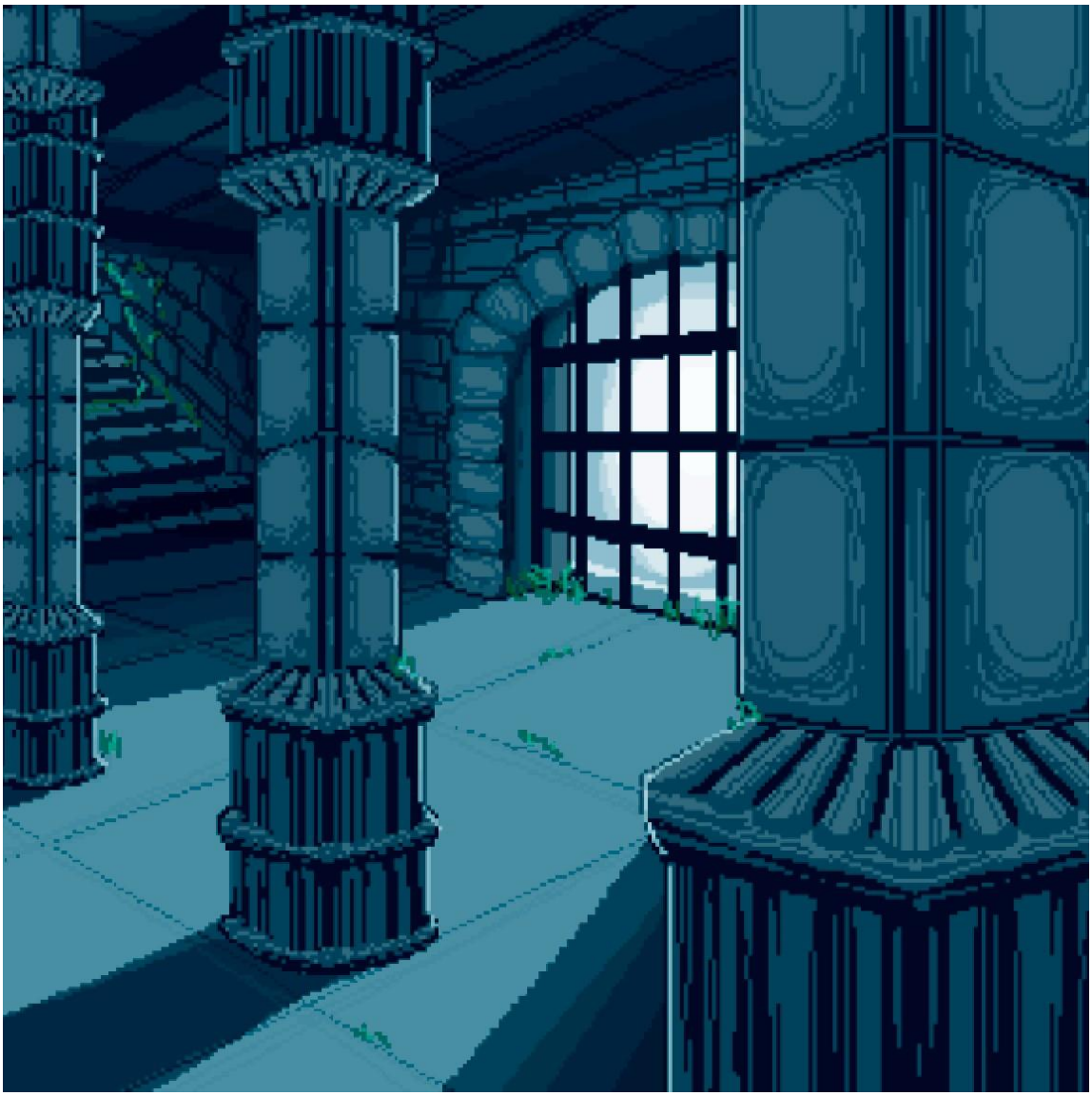
User Manual

Dark & Dungeon



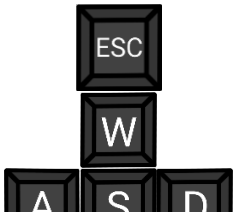
Team 9:

Alexandr Silchenko, Ilia Timofeev, Vladislav Panchenko

HUD



Controls

Menu	
Movement	
Melee combat	
Magic is initiated	and
Use HP flask	
Use MP flask	
Interacting with chests and doors	
The dodge	

The object of the game

You need to navigate through the labyrinth, where on each level, your objective is to find a key hidden in a chest guarded by hostile enemies. Finally, you must defeat the boss at the end to successfully escape.