

Simple Box Game (SBG) was written and designed solely by Trevor Evans, with a small amount of art and sound assets from friends (small foliage, an animated torch, a slime monster and a bounce sound). There are two versions, one in Java and one made in Unity 5 (C#). The Java version has a fairly comprehensive README on the GitHub page explaining how to play, and the Unity version has in-game signposts explaining controls but is generally very similar to the Java version.

Some controls not explained in-game, as they are WIP (Unity version only):

Press X on the keyboard to change the camera type, cycling between 3D, an angled 2D (shows the floor), and true 2D (shows only the sides of all objects).

Right click the mouse to perform a sideways dash, which is the only way to get on top of the house for the final collectible strawberry. (spoiler alert)

All controls except the dash are mapped to the gamepad as well; using the Xbox controller layout: Left Stick to move, B to crouch, and A to jump. You can use Y to change the camera type.

Level Editor (Java only):

This was very much a WIP and as such is not well documented, but you can place blocks with the left mouse button and delete them with the right mouse button. Change blocks with the scroll wheel and change object type through the menu accessed via the Esc key. The camera can be panned using WASD. There is a Save button but it doesn't appear that the edited level can be opened in the runnable jar.

GitHub links:

<https://github.com/TankMissile/SBG> (Java, contains the ReadMe)

<https://github.com/TankMissile/SBGReborn> (Unity)