Untitled_Roguelike: How to Play

Movement
    WASD to move
    Space to move with movement ability
Combat
    Left-mouse-click to attack with your weapon
    Right-mouse-click to attack with non-movement ability
    R to revive players
Menus
    ESC to open the pause menu
    TAB to open the skill tree
    E to open the inventory
    Q to open the weapon/ability manager
    T to open the armor manager
Stats
    Constitution
        Increases health & health regen
    Defense
        Each point in defence gives 0.7% all damage resist
    Dexterity
        Increases movement speed & damage with light weapons
    Intelligence
        Increases damage with weapons with an intelligence modifier
    Strength
        Increases damage will pretty much all weapons
    Charisma
        Does nothing ¯_(ツ)_/¯

General Hints
- Spending your skill & stat points before entering a new room might mean the difference between life and death
- You can use your surroundings and terrain to your advantage
- Chest loot spawns once all enemies in a room have been defeated
- You cannot stand on any rats
- **Too stupid to choose a name? Too stupid to play the game.**