

User's Guide:

- 1) 2 players are required to play the game. One plays via a VR headset and the other through either a gamepad or mouse and keyboard.
- 2) Complete the setup for using the VR headset (create a playspace; make sure the headset and its controllers are calibrated).
- 3) Launch Game while making sure the headset is looking straight ahead (without any rotations).
- 4) Set focus on the client window if in local multiplayer.
- 5) Have fun!

Controls:

God Controls (VR Controls):

- Move Block in hand: Move vive controller;
- Spawn Block: Vive Controller Trigger;
- Move gameworld up/down: Vive track pad up/down

Runner Controls (gamepad or mouse & keyboard Controls):

- Jump: 'spacebar' key; Gamepad Right Shoulder Button; Gamepad Face Button Bottom;
- Shine Flashlight: 'F' key; Left Mouse Button; Gamepad Right Trigger;
- Launch Light Bomb: 'B' key; Middle Mouse Button; Gamepad Left Trigger;
- Move Runner: 'W' 'A' 'S' 'D' keys; Gamepad Left thumbstick;
- Move Camera: Mouse movements; Gamepad Right thumbstick;

Features:

- Local Networked Gameplay
- Endless runner as runner
- VR gameplay as god character
- Broken world where the god can create blocks that allow the runner to make treacherous gaps
- Shadow minions that hunt down the runner, so that the encroaching darkness can swallow him/her.
- Shadow minions slow down the runner.
- Light weapons to fight off shadow minions (Flashlight and Light bombs)
- God can push minions away to buy time for the runner
- God can use lightning fast reflexes to save the runner if he falls to his/her doom by creating blocks underneath him/her.

Off the Shelf Assets/Software:

- Unreal Engine Starter Content:
 - Third Person Character Mesh
 - Weapon Mesh
 - Brick Textures & Materials