How to Compile

1. Download the GoDot engine and Export Templates
   1. Site: https://godotengine.org/download
2. Import the project
   1. Select the “./engine.cfg” file
3. Click Settings -> Install Export Templates
   1. Note: Settings is in the top-right corner
4. Click Export -> Windows Desktop
   1. Note: Export is in the top-left corner
5. Configure Settings
   1. Uncheck Debug mode
   2. Set Pack Mode to “Pack into Executable”
6. Click Export and save the executable.

Playing the game:

1. The object of the game is to complete each level by getting your character to the Flag Poll.
2. Controls:
   1. ‘A’ and ‘D’
      1. Move the character left and right
   2. ‘Space Key’
      1. Jump
   3. ‘Q’ and ‘E’
      1. Change Character
   4. ‘F’
      1. Use Special ability. (Note: only one character has an active ability).
   5. ‘Esc’
      1. Opens the Pause Menu