Tilted - Gameplay instructions

Movement:

W - Move Forward

A - Move Left

S- Move Backwards

D - Move Right

Interactions:

E - Interact

C - Clear level cheat

Intended use of our game with its instructions:

The objective of the game is for the players to reach their respective goals indicated by their colour. They can do this by moving around and interacting with the level in order to progress closer and closer to their objective (ie.: opening doors, moving boxes or managing their weight with the weight modifiers present in the level). However, they should be careful, the platform they stand on is affected by their weight, and if the platform is affected too much, the player might fall off and lose the game.

The player is able to interact with the buttons on the level in order to open or close barriers (Interact with E as shown in the tooltip that appears when the player is close enough to the button).

The player is able to push the weighted boxes around the level in order to better adjust the weight disposition of the level (Use movement instructions like normal, the player will affect the box).

Setting up the game with local server:

The initial intention of the game was to have a dedicated server in a remote machine, this was not proven possible for our game in its current state, so there are some procedures we need to take in order for the game to work.

Firstly the matchmaking server needs to be running, so please open the mymatchmakingserver.sln and run it by pressing F5.

With the game open, create a session by going through the menus (play->create session) and open the console by pressing the number 8 in the numpad. Here type in this command: open Level01?listen (Level01 is the name of the level to be played, changing it to 02, 03 or 04 will open the other levels, you will also need to do this every time you enter a new level, be it by level select or by the next level button in the respective menus they show up at).

Open a second instance of the game, (the game and server will be running in localhost, aka 127.0.0.1, so it will only work on the same computer, but it can be changed with the editor). In this instance, find the match by clicking play->find match, there should be a session there for the second player to join. Enjoy!