

Instructions Manual

Description

The game is set in a small open world where a few villages coexist: Rock, Wind, Fire, and Electricity. Each one is powered by a special gem representing an element that reflects on their environment, skills, and resources. Without this gem, the villages lose their source of energy for wildlife and resources, resulting in inevitable doom.

The main character (MC) is forced to go on an adventure to bring peace to his village and the neighboring regions. During this adventure, he learns how to use the power of the elements to fight the enemy organization and achieve his objective. He has the ability to cast different magic on each hand, building creative combinations to help him overcome the obstacles on his way.

The MC travels through an exciting world, filled with unique elements characterizing each village. He is responsible for tracing his own path, through the decisions taken on the missions.

Installation Steps

Download from itch.io, extract the zip file and run the executable inside.

Playing Instructions

In the main menu, you can select two playing modes. In the main menu, by clicking *Start* you can play the story mode and by clicking *Playground* you can play in the playground mode, in which you have everything unlocked and a lot of enemies to kill.

In *Mystical Realms*, you control your character with a mouse and a keyboard. Use *W*, *A*, *S*, and *D* to move around and *Space* to jump. Move your mouse to look around and the left button to make a melee attack. If you press your right mouse button you will enter the casting mode, in which you can use *Q* and *E* to cast the selected spells from your left and right hands respectively. To change the selected spells, while not clicking the right mouse button, you can press *Q* or *E* to open the spell wheels, in which you can select what spell is currently selected to cast in each hand. You can use the *Left Shift* to run and the *Left Ctrl* to use your dash, although the latter has a cooldown.

By clicking *I*, you can open your Inventory, in which you can see your items and currently know spells. As for the items, some are consumable, such as potions that may, for example, restore your health, or books which will teach you new spells. To consume them, click them with the right mouse button. As for spells, you can drag them to the two spell wheels, which will make them available when you open the spell wheels in game.

By clicking *M*, you can open your missions menu, where you can see the missions you have available, ongoing and completed and see what goals compose each mission. By clicking any of the missions, its title and first incomplete goal will be shown in the playing UI.

By clicking the *Left Alt* you can select your active main element, which will define what is the element of your melee attack and your dash.

Your spells are powered by mana, and each element has its own mana. Casting spells will drain the mana from that spell and after persistent use, the mana will be depleted. To replenish your mana you must find an element source and press *R* while looking in its direction and the mana from that element will slowly be restored.

In each village, there is a shop in which you can buy a variety of items, such as potions or books, in exchange for gold. Gold can be earned by completing missions.

Team Members

Development Team

- Beatriz Santos, up201906888
- Bruno Gomes, up201906401
- Bruno Rosendo, up201906334
- João Costa, up201907355
- João Mesquita, up201906682
- Rui Alves, up201905853
- Sara Marinha, up201906805

Sound Design Team

- Carlos Fernandes, up202204418
- David Varela, up202204420
- Ricardo Albuquerque, up202110514

Modelling Team

- Vasco Faro