



# Press Kit

## **Fact Sheet:**

**Game Logic:** Shayan Mandegarian

**Movement and Physics:** Cameron Brown

**Input:** Neil Natekar

**Animation and visuals:** Darian Abdullah

**UI:** Heping Lin

**Release Date:** June 11th, 2019

**Price:** Free

**Languages:** English

**Platforms:** Windows, Mac, Linux

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## **Description:**

In Vassal Cania, the player controls an anguished demon slayer, thirsty for revenge. The player starts off at a cemetery, paying respects to his dead wife before he embarks on his quest to slay all demons. The game is intended to be challenging, but not overwhelmingly difficult. The game currently features four different types of monsters, skeletons, Hellhounds, fire skulls, and a demon. Do you have what it takes to purge the world from demons?

## **Gameplay:**

For keyboard and mouse, A and D controls left and right movement, spacebar controls the jump, left mouse button controls attacks, and the right mouse button controls casting a fireball.

There is also controller support. The left stick controls horizontal movement. Pressing the right stick allows menu interaction. The “A” button is attack, “B” is jump, and “Y” to cast a fireball.

The optimal way to play the game is to release an attack and try to "kite" backwards to avoid being hit while waiting for attack cooldown to wear off. If you turn around too fast after you attempt an attack, your attack will be canceled and you will not do any damage. I recommend to cast your fireball every time it's available (a five second cool down). This ensures maximum damage and the fireballs take no resources away from you.

### **Key art:**

