

Group Project Assignment Submission Link

<https://drive.google.com/drive/folders/1WSxWHYjAX8BeFegp8D6Pi09GGT5ws6zW?usp=sharing>

This build has been packaged and tested on my own machine (Windows 11, 64-bit) and runs correctly.

If you encounter any startup issues or missing DLL errors while running it, please contact me by email and I will promptly provide a fixed version.

Member Project Assignment Submission Link

This page provides links to the individual levels for all members of the group:

Level1-Thoth Yang-DataLink:

https://drive.google.com/drive/folders/1 cwdYCW6s6ij4C1Ov-3--VV69QU-BI1km?usp=drive_link

Level2- Jiajia Zheng -DataLink:

https://drive.google.com/drive/folders/1h_Ub6FjTABWjuKBDYEATYTLfNDfoNU3Q?usp=drive_link

Level3- Xiangming Hou -DataLink:

<https://drive.google.com/drive/folders/1MRU9NpYQTfW01nE5tjdWEFormuVYNI9k?usp=sharing>

Level4- Yichen Zhu -DataLink:

<https://drive.google.com/drive/folders/1G3q940SQhr3mgb3HChE0uJZOSpYVna4f?usp=sharing>

Level5-Yang Liu-DataLink:

https://drive.google.com/file/d/1rPU9AaefHH0Dq5HLSzJlSm_9YMIItLxOI/view?usp=sharing

https://drive.google.com/file/d/1RdCTASIRm4vvGdTkXLqrb1hlHaYl_uj7/view?usp=sharing



COMP9415 Computer Graphics

The Six Days of Uncreation

Group name: Happy HaJiMi

Term 3, 2025

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Class-Time: 4487 Friday 7-9pm

Submitted: Nov 27, 2025

Level Play Guide

PS: The difficulty of game will change based on order in which player enter rooms.

Day1

Game Start: As the story begins, players will discover four rooms within a chaotic realm—these very rooms mark the start of the collapse of balance and foreshadow the narrative of subsequent levels.

Main Mission: Find four key items within four rooms by solving puzzles and interacting with objects. Once collected all, interact with central altar to complete level.

Control Keys

W: Forward

A: Left

S: Backward

D: Right

Spacebar: Jump

Left Mouse Button (Click): Attack

Right Mouse Button (Hold): Observation

Q: Pick up key item

I: Open/Close the inventory. Left-click and drag items within the inventory to discard.

E: Interact with the Flame Altar

G: The Gravity of Role Reversal

F: Generate blocks at the target location

H: Destroy the generated bricks

V: Slow down character movement

B: Interact with the central altar to check if you've cleared the level.

'1,2,3,4': Lift floor

C: Press and hold to pick up the specified item. Release to drop the item.

Entering the game: Characters will spawn beside a central altar. The number of collected key items will be displayed above the central altar, allowing players to check their backpack inventory to ensure all items have been gathered.

(Since the entire game is structured in parallel levels, players can freely choose the order of rooms to explore. Therefore, we will provide separate guides for navigating each of the four rooms.)



Figure 1-Central Altar and Key Item Detection

Room-1: Chaotic Gravity

Players will see similar prompts at the entrance of each room. Upon approaching, the tasks to complete and operational guidelines within the room will be displayed.



Figure 2- Room Tips



Figure 3- Room Overview

A wandering zombie is in the room. Do not let it catch you, or the game will restart.

On the left is a closed secret room, concealing something...



Figure 4- Room Overview

Press the 'G' key to change gravity. Walk on walls in different directions.



Figure 5- The Road at the End of Chaos

At the end of this path stands a stone monument. Attack it with the **left mouse button** to shatter it. Once you stand atop its ruins (try to jump on ruins), the stone door to the secret chamber will open.

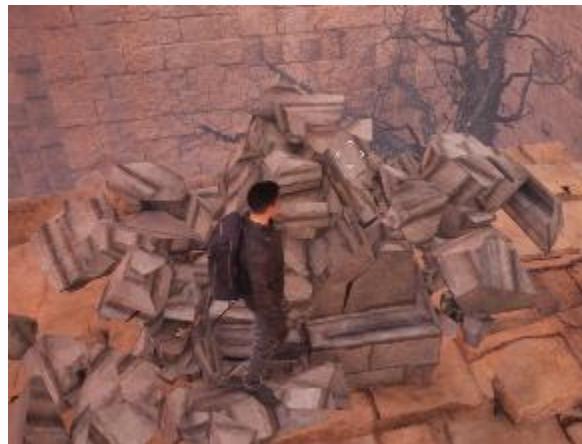


Figure 6- Standing amidst the chaotic ruins

Upon opening the chamber, player will find a key item — **Spine** (which connects the skull to the torso in the human body, bearing weight and representing gravity).

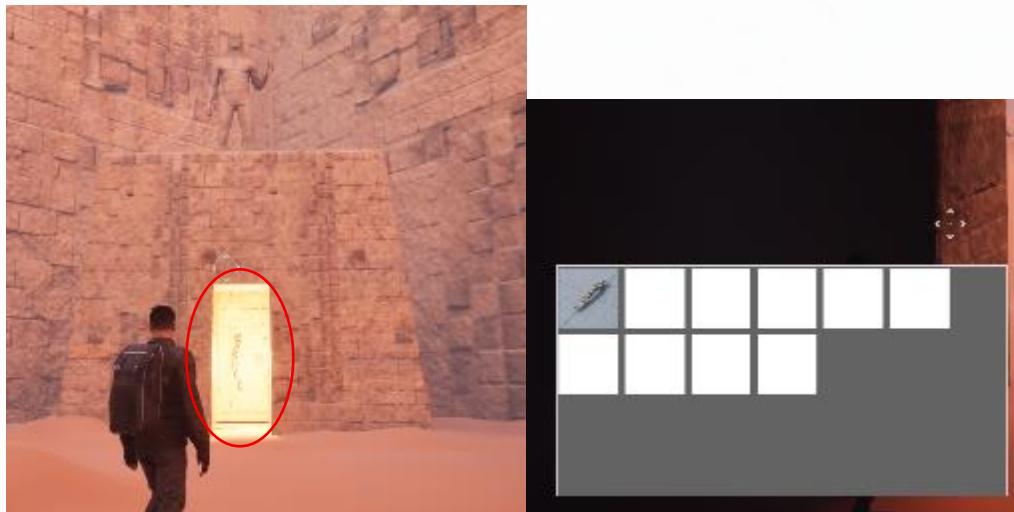


Figure 7- Collect items and check your backpack

Press the '**Q**' key in the secret room to collect key items. After collecting them, press the '**I**' key to check the information in player inventory.

After leaving the room, players will find that the count on the central altar has changed to **1/4**.

When the player presses the '**B**' button, the message “Need more key items” will appear.



Figure 8- Detection of Key Items

Room-2: Shattered Skies and Catastrophe



Figure 9- Room Tips

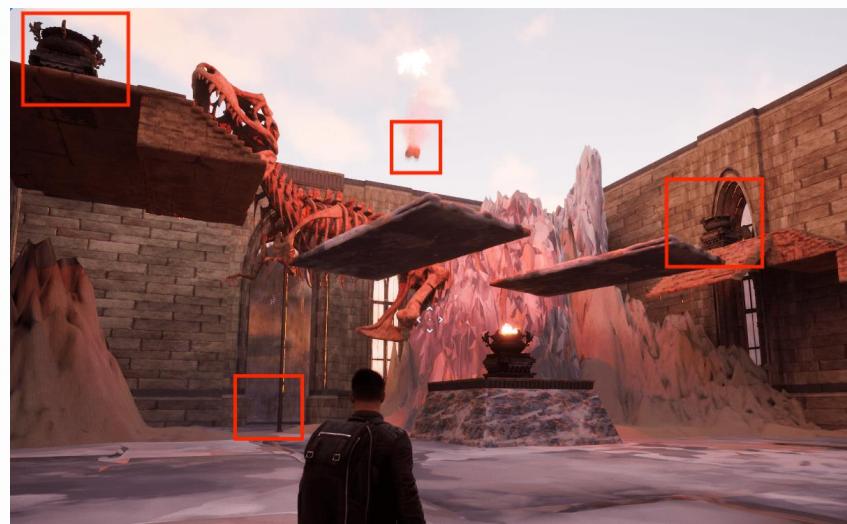


Figure 10- Altar and Meteorite

Players must illuminate three altars on the map while dodging falling meteorites. This level recreates a catastrophic event in Earth's history: the mass extinction caused by an asteroid impact. Custom-made “glacier + lava” textures within the level depict the planet's environment at that time.



Figure 11- Generate bricks and collision-based door-opening items

Players must use the ‘F’ key’s object generation function to build a ladder, which will disappear after touching the T. rex skull.



Figure 12- Altar and collision-based door-opening items

After approaching the altar, press ‘E’ to light it up. At the end of the road, the final door-opening item will appear. After the two dragon skulls vanish, the sealed chamber door will open, revealing the final altar awaiting players to illuminate it. When the character illuminates three altars, it will be generated the key item 2—**Brain** (It represents human thought, serving as the highest organ of humanity as a whole, and also symbolizes the Earth's sky). Press ‘Q’ to pick up key item 2.



Figure 13- Altar and Key item 2

Room-3: Collapsed ground



Figure 14- Room Tips



Figure 15- Room Overview



Figure 16- Shattered ground and Key Item 3

Within this corridor, the ground ceases to be solid. With each step the character takes, it crumbles beneath their feet. At the passage's end lies Key Item 3 — **Leg bone** (symbolizing humanity's reliance on legs to stand upon the earth, signifying that the earth's touch is no longer real). Players must swiftly traverse the corridor, Press '**Q**' to pick up Key Item 3, and then hasten back.

Room-4: The Fading Light

(Completing this room first will directly impact the difficulty of the game)



Figure 17- Room Tips



Figure 18- Obstacles to be smashed

After entering the room, use the **left mouse button** to attack and break the two obstacles blocking the path before entering the building.



Figure 19- Lift and Unlocking

Initially, the elevator is inoperable. Press and hold the '**C**' key to activate the unlocking module beside it, then place it (Release **C**) on the unlocking platform. Once activated, the elevator will function normally. Press the number keys '**1, 2, 3, or 4**' to reach different heights.



Figure 20- Three candles

Touch these three candles at three different heights in the elevator. The character will then transfer their own light to the candles, losing most of their vision. Only a faint glow will remain around them. The final key item 4—the **Eyeball** (representing human light)—will spawn on the map. Press '**Q**' to pick up Key Item 4.

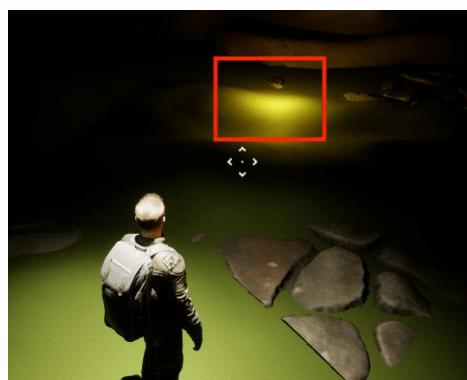


Figure 21- Key item 4

The final step

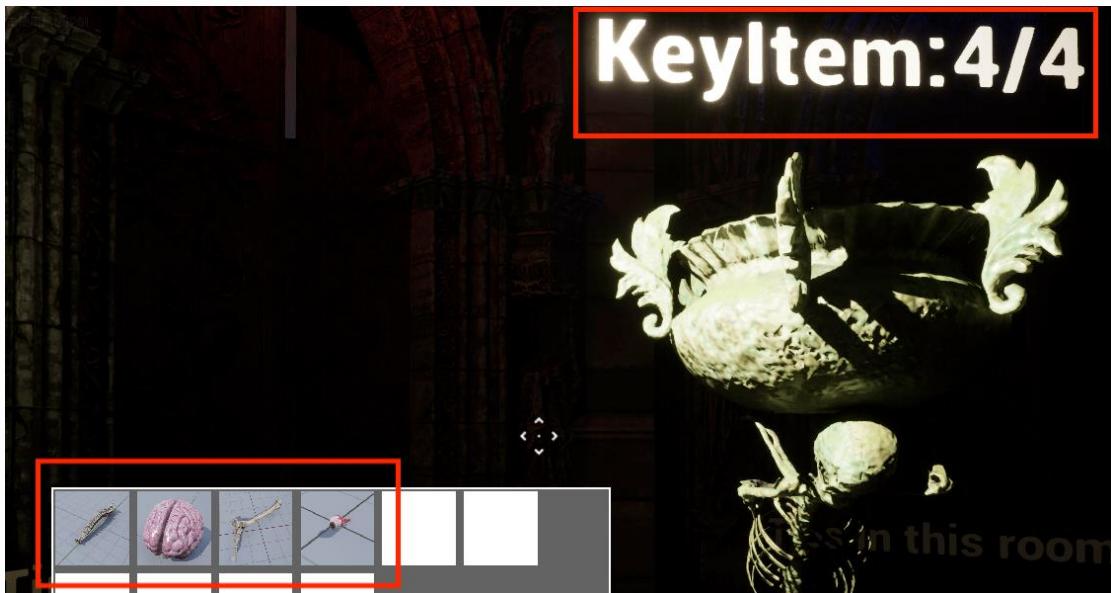


Figure 22- Key item check

After collecting the four key items, the player returns to the altar and presses the 'B' button. The altar will check the player's inventory to confirm all four key items have been gathered. Upon completing the collection, the character will finish the game level and advance to the next stage, where they will experience the subsequent corresponding story (a world collapsing as hinted by the room).



Figure 22- The End of Prophecy and the Beginning of Collapse

Level 2 Play Guide

Control Keys

W: Forward

A: Left

S: Backward

D: Right

Spacebar: Jump

F: Pick up key item

Esc: Game pause menu.

Level Objective: Collect three butterfly fragments and reach the end of the level.

Game guide:



Figure 1- Game Start Screen



Figure 2- Game Pause Menu

After the player clicks "Start Game", we can enter the game.



Figure 3- Before the wall and ground break and after the walls and floor break

When the player walks down the stairs, the wall and ground will break and collapse.



Figure 4 – Collect the first butterfly shard

As the player moves forward and goes up the stairs, the floor at the red arrow on the right side of Figure 4 will collapse and drop down. After the player falls, they can find the first butterfly fragment in the room. Press F to collect the fragment.



Figure 5- Moving Platform

The player can reach the other side by standing on the moving platform.

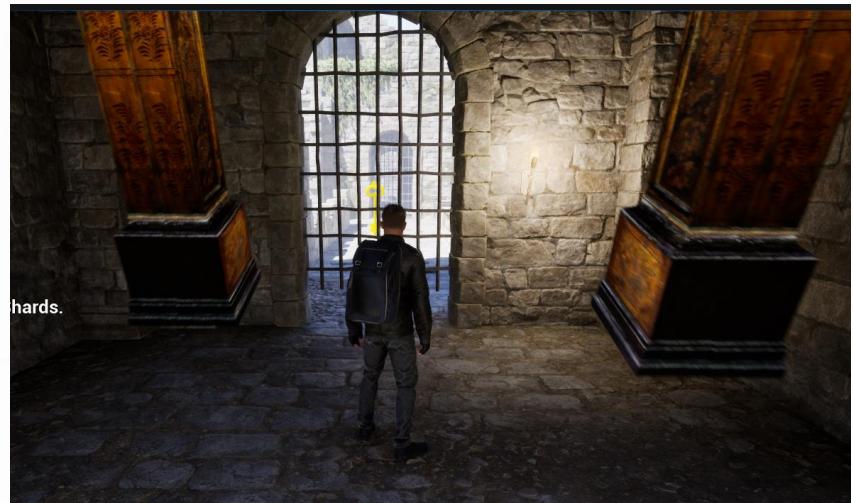


Figure 6 - The Key to the Maze

If the player is hit by the pendulum, they will respawn at the checkpoint. In the image, we can see the maze key, but it cannot be obtained from this location.



Figure 7- Before and after comparison of the broken ceiling

As you continue forward, the ceiling will collapse, and on the right side you can find the second butterfly fragment.

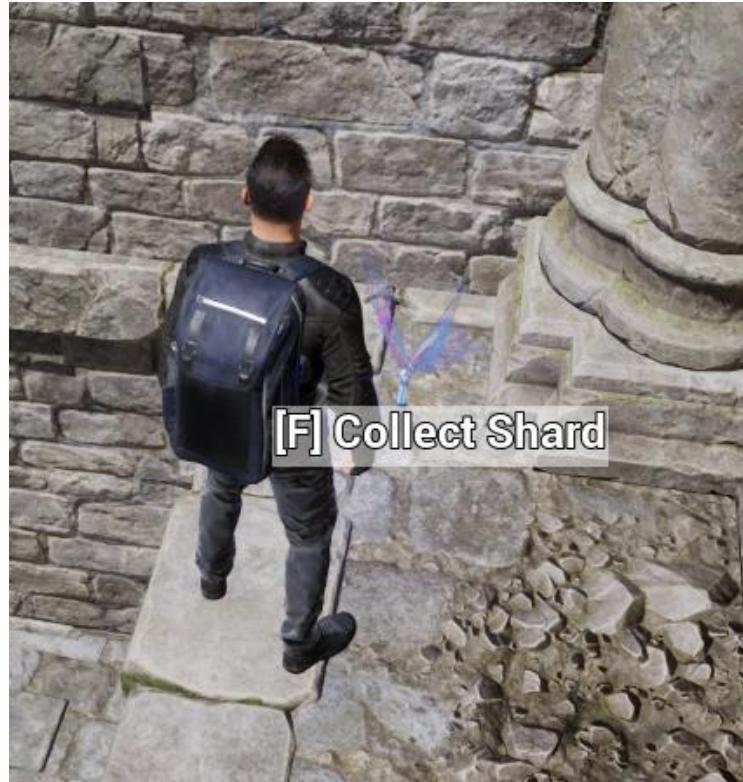


Figure 8- Second butterfly shards



Figure 9- The rotating platform

After going down the stairs, we can find a rotating platform. If the player jumps onto the platform and does not leave in time, the platform will break and collapse, causing the player to fall and respawn at the checkpoint.



Find the key to unlock the maze door.

Figure 10- Maze Entrance

After jumping past the platform, the maze entrance appears on the right, but the player cannot enter because they do not have the maze key.



Figure 11- Collect key

A new path opens up behind the player. By going along it, they can collect the maze key, and then return to the maze entrance to enter the maze.



Figure 12- Collect the third butterfly shard

After entering the maze, go straight ahead, and the third butterfly fragment can be found in the corner.



Figure 13- End of the Level

After collecting all three butterfly fragments, follow the butterfly to reach the end of the level.

Level Play Guide

Day3

Game Start: The player explores the church and finds a way to leave..

Main Mission: Collect all the GEMs and leave the cathedral

Control Keys

W: Forward

A: Left

S: Backward

D: Right

Spacebar: Jump

Left Mouse Button (Click): Attack

Q: Pick up key item

I: Open/Close the inventory.

E: Interact with the Flame Altar

G: The Gravity of Role Reversal

V: Spawn a box

B: destroy the box

'1,2,3,4': Lift floor

Entering the game:

The player can freely explore the church. But player need to collect enough gems to unlock the door that leads out of the church.



Figure 1-GameStart

Player can't leave because you haven't collected enough items



Figure 2- the final exit door

When entering the hall, there are two parallel paths on the left and right. The player can choose either one, but they will soon discover that the door won't open—they need to find the key first.

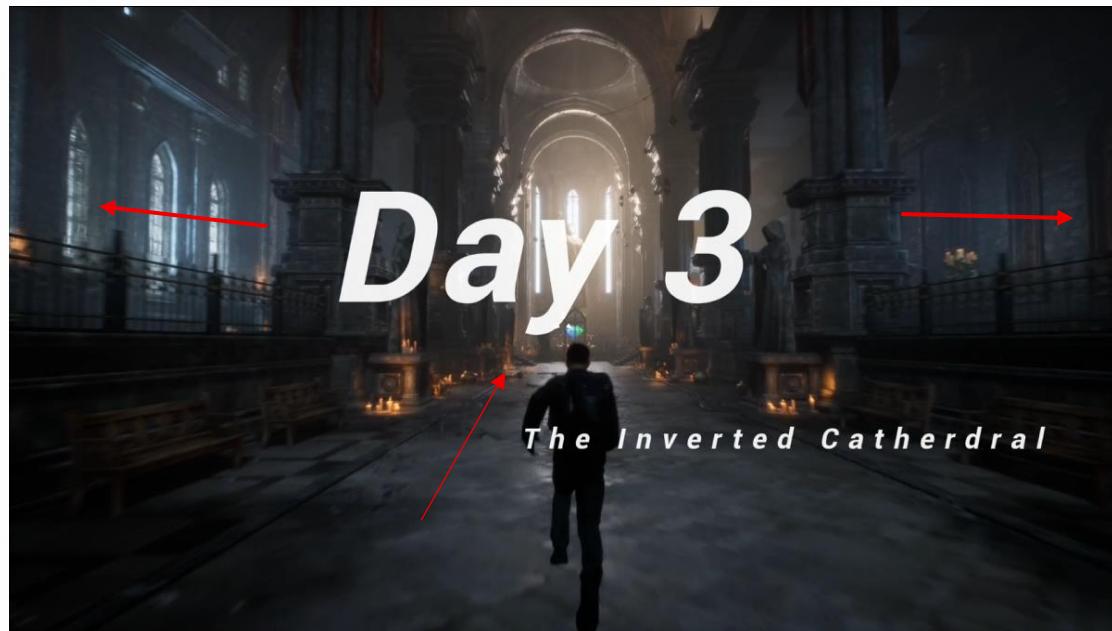


Figure 3- the church hall

While exploring, the player will get hints and needs to visit every statue in the church to find the key.



Figure 4- the church hall

Press the 'E' key to ignite.



Figure 5- the church hall



Figure 6- Standing amidst the chaotic ruins

Lighting the braziers in front of the two statues will generate a key.



Figure 7- the church hall

Player picks up the key.



Figure 8- the church hall

Player will find that they can now open the previously locked door. Press the ‘Q’ key to collect the first gem in the hall.

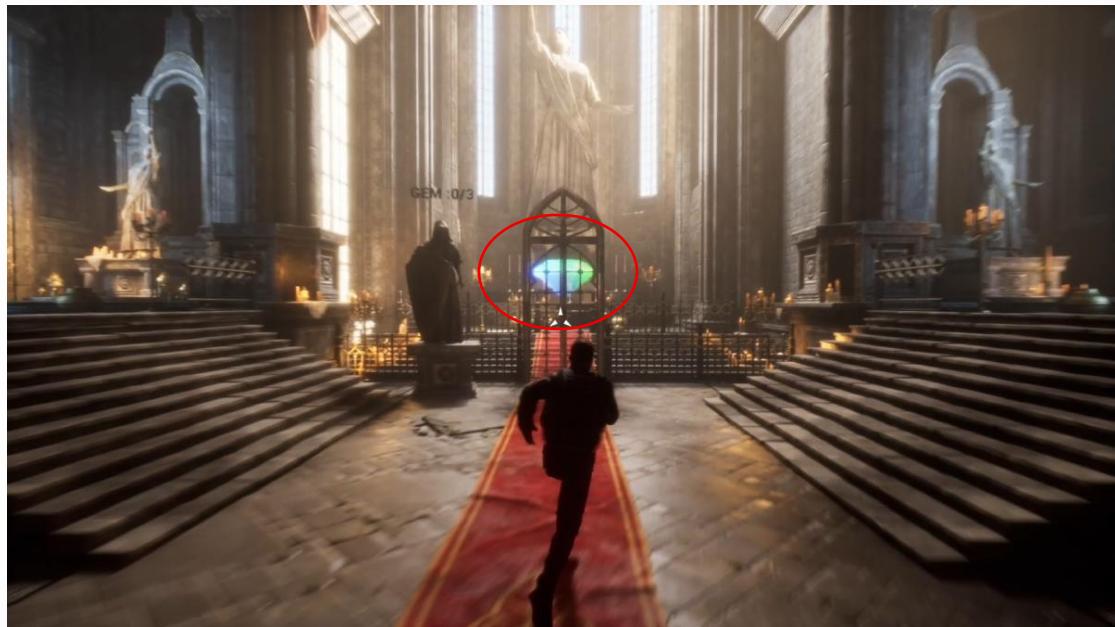


Figure 9- the church hall

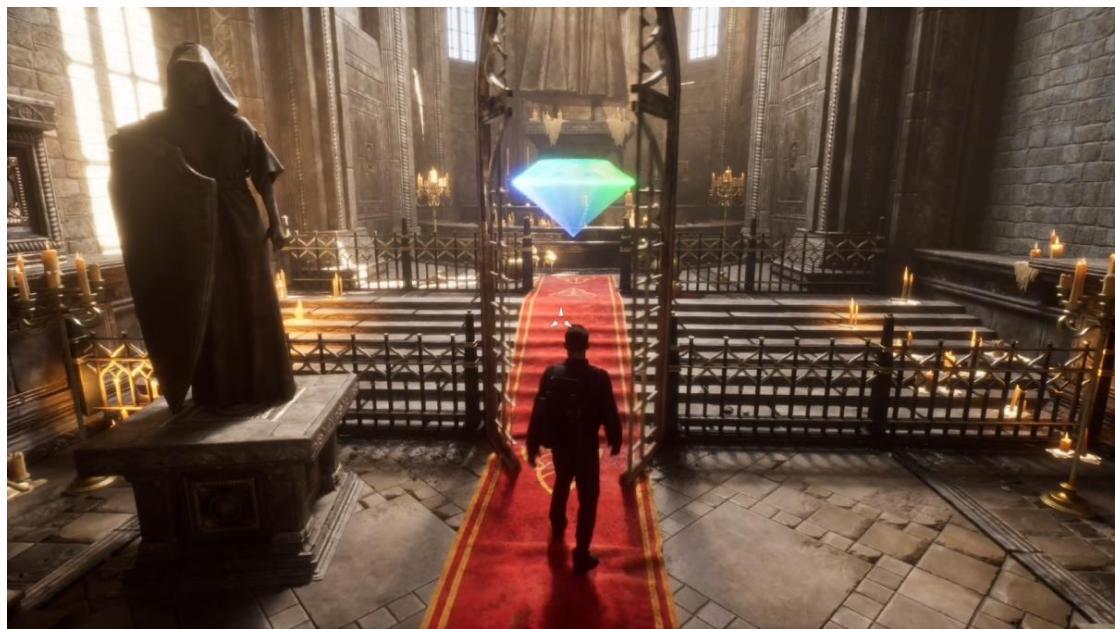


Figure 10- the church hall

Player can press 'I' to check their inventory, or look at the numbers on the statues to see how many gems are left.

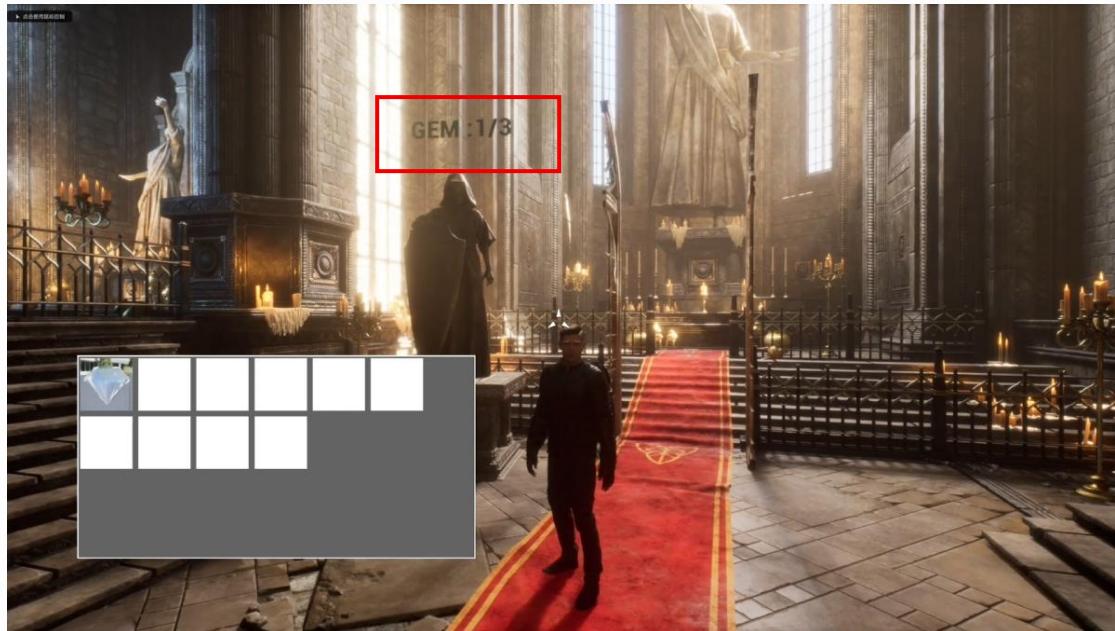


Figure 11- the church hall

Choose the right path in Figure 3.



Figure 12- Altar and collision-based door-opening items

Press '4' to take the elevator to the top floor.



Press 4 to level 4

Figure 13- the chapel on the right

For the remaining paths, you can use the candlelights as a guide. At this point, jumping onto the bricks will drop you to the first floor.



Figure 14- - the chapel on the right

You can follow the hints and press ‘G’ to change the gravity direction, allowing you to climb a specific ladder and walk on the wall.



Figure 15-- the chapel on the right

Keep following the candlelights.



Figure 16- the chapel on the right

At this point, player will find themselves on the second floor of the church hall. Go straight and turn right.

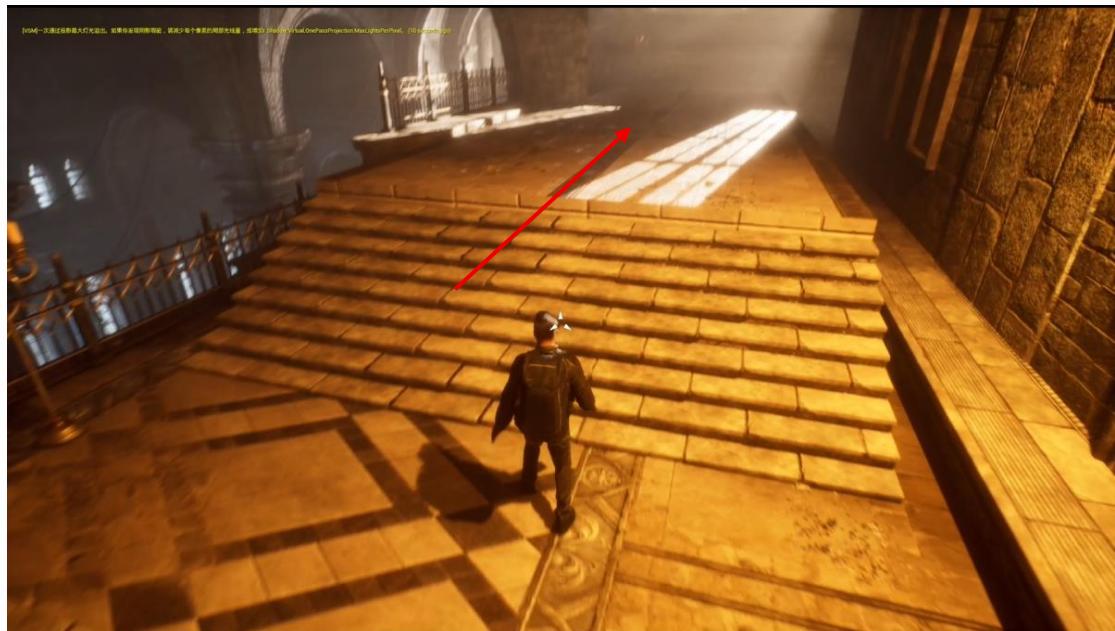


Figure 17- second floor of the church hall

Collect the second gem here. Then continue following the guidance.

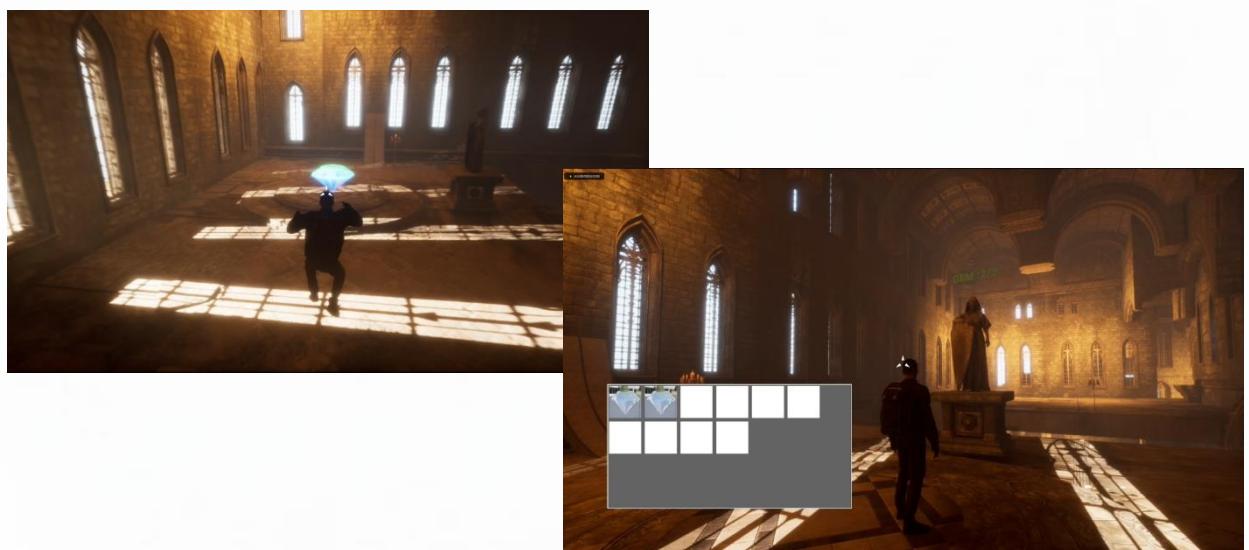


Figure 18- second floor of the church hall

Keep going



Figure 19- The ceiling

After following the guidance to this point. Jump down from here to open the door, and the player will realize this is the door that was locked at the beginning.

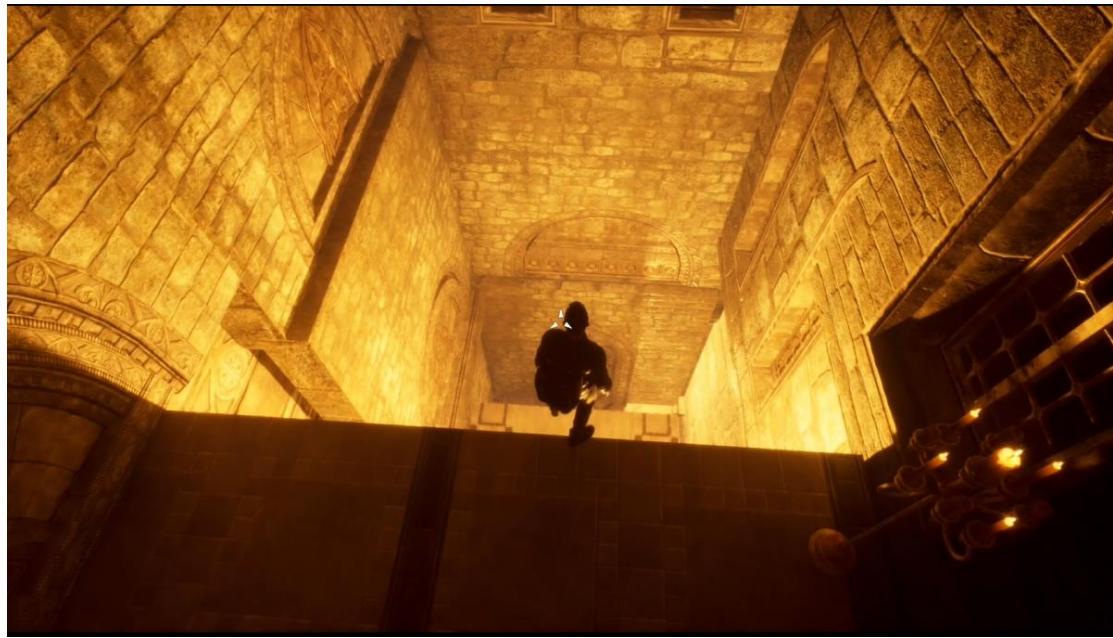


Figure 20- second floor of the church hall

Choose the left path in Figure 3 again, and press the left mouse button to break the designated wall. Then continue forward to reach the inverted chapel. And break the wall blocking the way again.



Figure 21- the chapel on the left

Press V to create a box and B to delete it (like in Minecraft). You can stack the boxes to make a ladder.



Figure 22- the chapel on the left

Continue following the hints to use the boxes to build a bridge.



Figure 23- the chapel on the left

After reaching the ladder, collect the final gem, then continue building the ladder to go up the left staircase. At this point, all the gems have been collected, and the final door is now open.



Figure 24- the chapel on the left

Follow the guidance to reach these bricks. Stepping on them will make you fall, and you'll find that this is the entrance to the left-hand chapel.

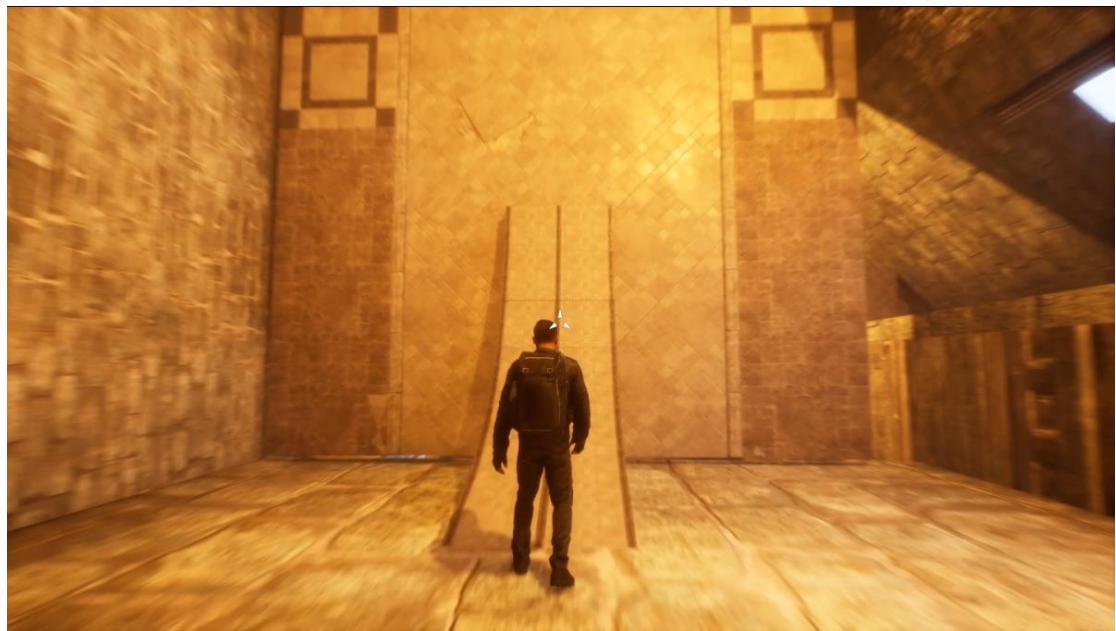
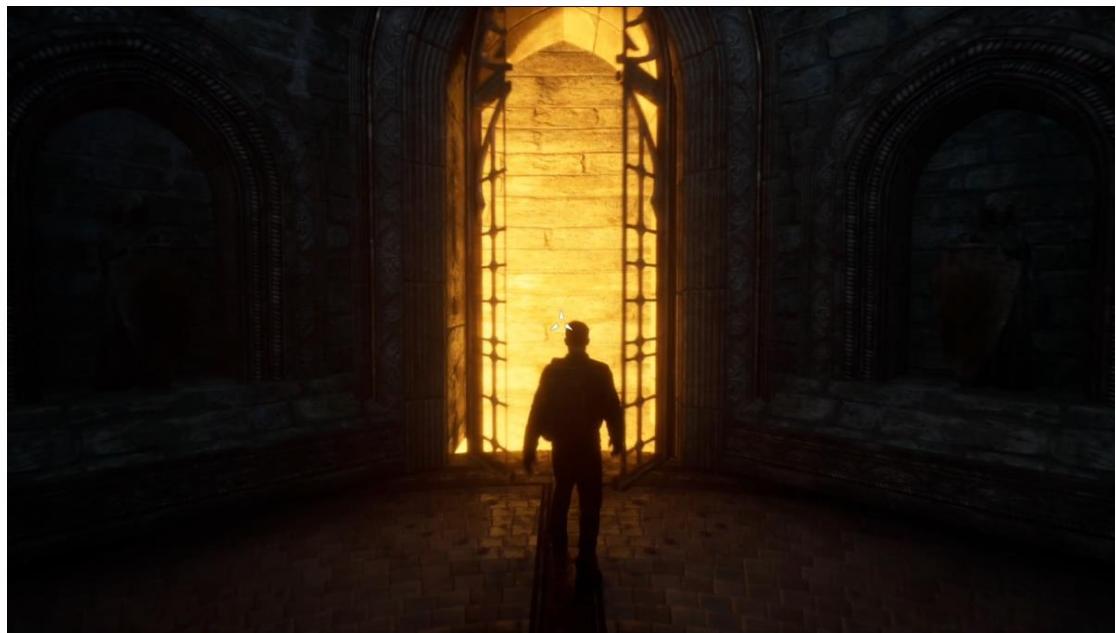


Figure 25- the chapel on the left

Player proceeds to the end and leaves the church.



Game Instructions: Level 4

ZID: z5610836

Name: Yichen Zhu

Group: Happy HaJiMi

Game Data (With Introduce Video):

<https://drive.google.com/drive/folders/1G3q940SQhr3mgb3HChE0uJZOSpYVna4f?usp=sharing>

Game Guide:

Why is it so dark? Look up! The star is falling. The falling planet change the gravity!



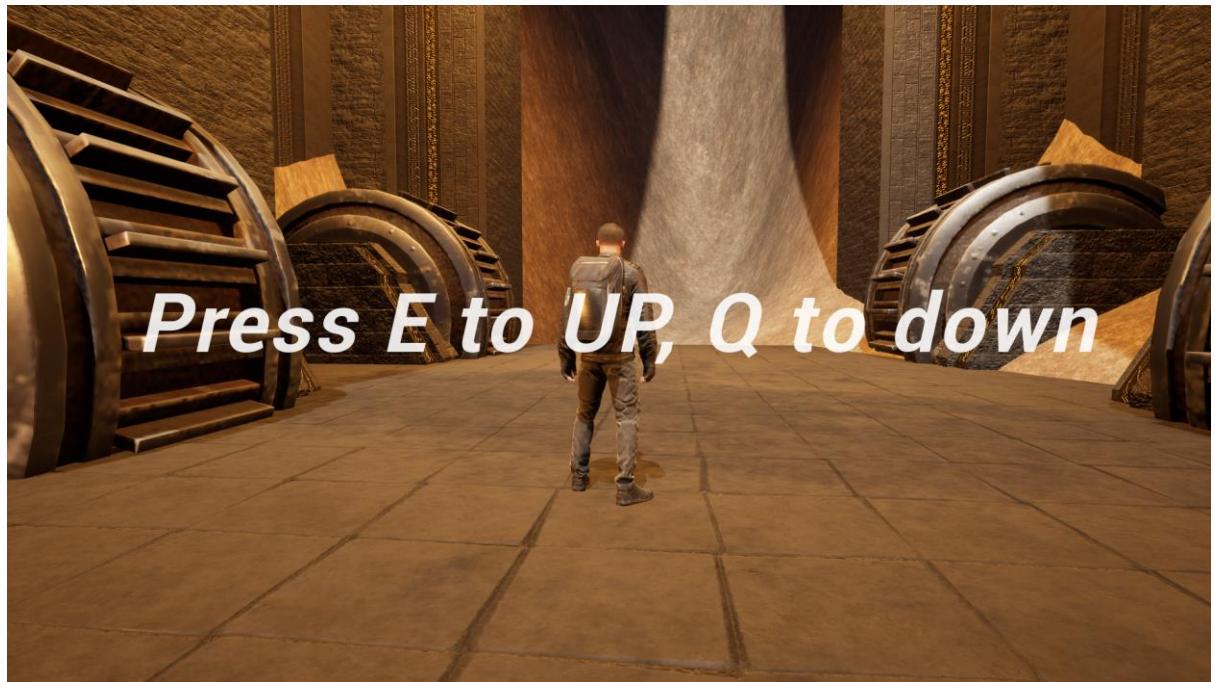
Use **shift** to run.

Follow the **ghost lights** and collect all of them, but be careful of the **zombies** (They will see you and follow you).



The cameras will tell you where to go. Just follow them.

You will need to use a lift on your left. Press **E** to up and **Q** to down.



In the top room, there still have a ghost you need to collect.



Be careful of the **meteors** from the sky, they may kill you. Also don't jump into the **lava**. Be careful not to fall off the cliff.



But in here, you will have another chance to jump through the cliff.



I think it's quite easy to die. So, if you fall off the cliff, you will be sent back to the top of the hill. Be careful! You only have one chance to try again (don't need to collect the ghost again). Otherwise, you will start from the beginning.



Sent back here (Only one chance)

Here is the most difficult part. You need to collect the ghost and avoid the meteors hitting you.



Remember you can **press F** to slow down time, just like THE MATRIX.

Finally, jump to the door with golden light.



Hey, you really did it! Congratulations, you've beaten my game!



Wait wait... Did you forget any ghost? Bad bad. Maybe jump into the cliff and try again.

You can do it!

That's all. Enjoy!

Game Instructions: Level 5

Guiding Light & Routes

During your journey, a guiding light will appear.

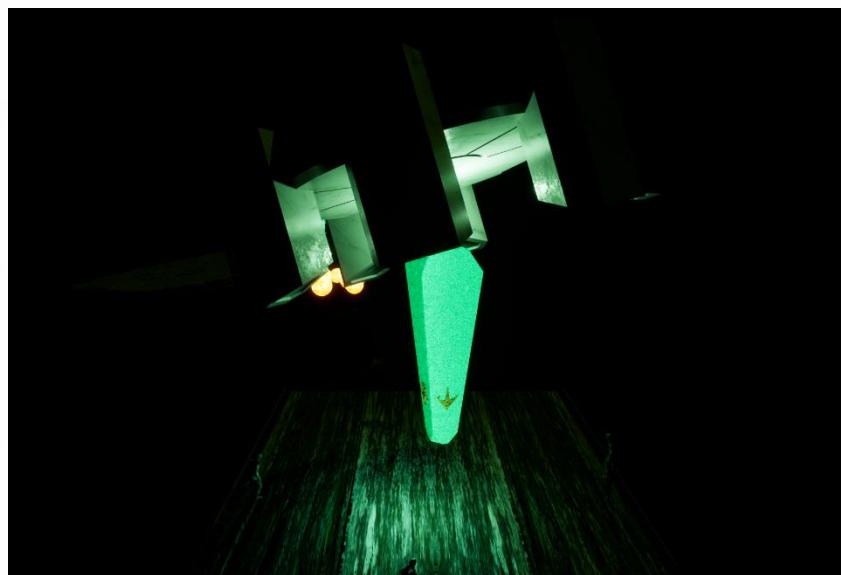
Follow the light to stay on the correct path.

The game contains **two different routes**, and you are free to choose either one as you progress.

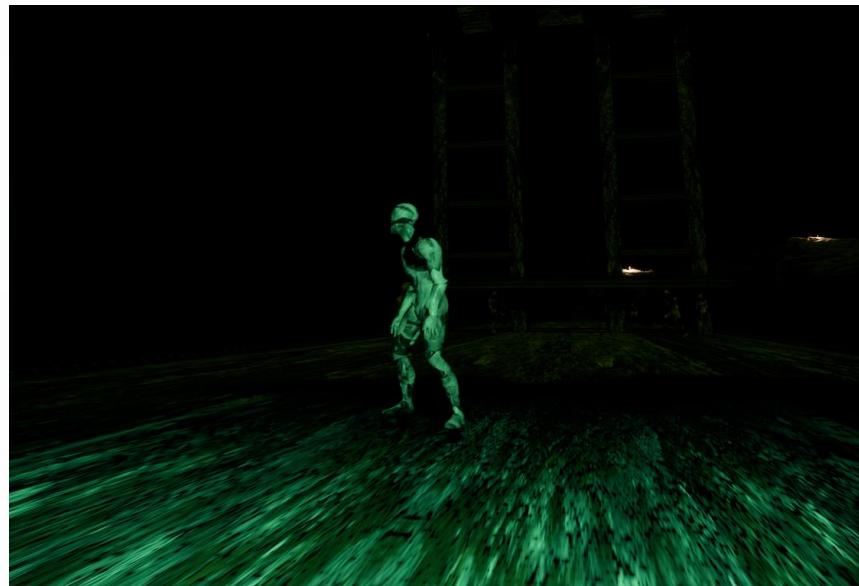
Hidden Path Activation Point (If you choose this way UI will be removed)



The Styx Crystal is used to cross the main path.



Zombies (keep them away from you!)



Wing of demon (help you glide to the energy ball)



Controls:

asdf / arrow keys: Move the character

Space: Jump

Hold E: Collect candle wings. Move close to the wings and hold E until the collection is complete

Right-click: Glide when wings are equipped

F: Interact

Cheat mode:

The wing at the starting point is part of a cheat mode. If the game feels too difficult, you can pick them up at the beginning and equip them immediately. Once equipped, you can glide by right-clicking to make traveling easier.

Wing for Cheat mode

