Sands Of Vengeance

A tyrannical pharaoh murders your brother, trapping his soul within a great pyramid. You decide to adventure into the unknown, in order to free him from the pharaoh's clutches. Sands of Vengeance is an Action RPG game (Soulslike) where you have to explore the pharaoh's pyramid, gathering powerful items and defeating enemies along the way, until you reach the pharaoh's room, from where you can free your brother by defeating the pharaoh himself.

Installation

- Download the project zip file.
- · Run the .exe file

Playing instructions

Mechanics

There are some special game mechanics such as: Mind-Control and Enemy Ressurection. Both of these make enemies fight on your side against other dangerous enemies. In order to Mind-Control an enemy, you must attack it while standing behind him. In order to Ressurect a dead enemy you must press E while his dead soul is floating around.

Controls

Action	Controller	Keyboard + Mouse
Movement	Left Joystick	W,A,S,D
Jump	X	Space
Light Attack	Right Bumper	Left Mouse Button
Heavy Attack	Right Trigger	Right Mouse Button
Sprint	Left Trigger	Shift/ALT
Roll	В	R
Pray	А	E
Exit Pray	В	ESC
Pickup item	А	E
Open Menu/Inventory	Start	G
Navigate Menu	Left Joystick / D-Pad	W,A,S,D

Enemies

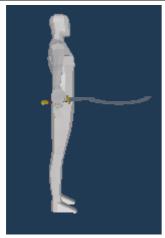
Enemy Description

Enemy

Description



Ranged Enemy: Shoots at the player when he sees him inside his FOV



Melee enemy: Attacks the player when he is close enough. Has different attack patterns.



Boss: Has multiple phases with different attacks each phase. Scaling difficulty through each of the phases.

Items

Item	Description
Weapons	Weapons that change player stats such as damage or stamina.
Healing Potions	Potions to heal the player.
Armor	Armor that changes player stats such as damage, armor, stability, stamina and stamina recovery

Group Members

Developers

- Diogo Rosário
- Henrique Ribeiro
- Davide Castro
- Gonçalo Pascoal
- João Alexandre
- Rafael Ribeiro

3D Modelling

• Bruno Dias

Sound Design

- Gabriela Ferreira
- Francisco Coelho
- Marta Rebelo