

The title of the game is "Back to the Sun". The story takes place hundreds of millions of years later, and the solar energy is about to be exhausted. In order to maintain the solar system from being destroyed, human beings sent a robot (PlayerCharacter) to another star. Its mission is to extract as much energy as possible and bring it back to the sun. In the process of extracting energy, our robots are thwarted by the local civilization.

Just like the setting of the background story, the core gameplay of this game is to "find energy fragments". This is not an action game! Although you can destroy enemy units with stomp, don't forget your mission: Destroying enemy units can be a means to get energy fragments, but not the end! In fact, getting most energy shards doesn't have to trigger combat. Master the game mechanics and get as many energy shards as you can while keeping yourself safe!

In this map I designed a level with a three-layer structure. The player's robot is born in a long corridor. There will be a car-like mechanical lifeform patrolling in front of the player. This is the first monster you encounter. When you come into its field of vision it will rush towards you. If it hits you, you are knocked back and take damage. Use jump (click the space) or fly (double-click the space) to take off, and control the direction to land on the top of the monster to destroy it. This type of monster can only walk on the ground, and as long as the player is in the air, it can easily avoid damage. Sound simple? The game has just begun.

Walking out of the corridor, the player came to the first floor of the three-story structure. Here you'll see a second type of monster: brick-shaped mechanical lifeforms. It doesn't move, but periodically fires random cannonballs around it, dealing knockback and area damage. Because it has a certain ability to attack the air, the player can't stop in the air as leisurely as against the first type of monster: once hit in the air, the player is knocked back to the ground and attacked by swarms of car lifeforms ; or worse, being knocked out of the map. However, due to its low attack radius and random projectile firing characteristics, you can stay safe as long as you get out of its attack radius quickly. If you don't want to collect all the energy fragments, this layer can be easily passed through with the flying ability.

Take the stairs at the corner of the first floor to fly up to the second floor. There is a third type of monster here: the cannon-shaped mechanical lifeform. Normally it will roaming around like a car lifeform. The difference is that when it sees the player it will target the player and fire homing projectiles. This greatly limits the player's ability to fly: the map on the second floor is narrow, and the knockback effect of the tracking shells can easily knock players off the map in the air. Fortunately, they are rare, so if players aren't confident about their positioning, they can choose to destroy these monsters first, and then use their flying abilities to keep themselves in a safe position.

The third level is a long platform on which enemies are spread out in groups. When you come to the end of the platform, you will see "Level Complete". If you get lost in battle, head towards the sun in the sky to get to the end.