

The Crimson Awakening User Guide

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The gameplay of our game has a few key features, one is default controls for movement consisting of WASD, and a sprint key. Attacking is bound to left click, and interacts with enemies when the collision of the sword enters the vicinity of an enemy. We have a shop functionality that players can access by walking up to the vending machine located in the lobbies in between the different stages of the game. These vending machines offer power-ups like damage and health. To obtain currency for the vending machines, you need to defeat enemies like slimes, and bosses, upon killing these enemies coins will automatically be added to your MON balance located at the top left of the screen. The balance of your MON directly corresponds to the items you can buy, if you don't have enough MON to purchase a power-up nothing will happen.

Navigation, upon defeating all enemies in the dungeon the player will have the ability to move to the next stage in the game. Each stage of the game is dimly lit with the aspect of fog covering the levels. As you proceed through the level, torches on the wall will help with visibility.

Bug Reports

- There is an issue with the character camera clipping with objects.
- Bug with game level not incrementing and looping through the lobby rather than going to the next level.
- When enemies are too close to the player and the player attempts to move, it will place the character on top of the enemy.

Task Breakdown

Kaolin: Primarily Main Character Coding, Attacking Functionality, Camera Movement, most of the UI

Sebastien: AI Coding, Level Design, Enemy Design and code, vending machine (shop) code

Eris: Main Level Design(Lobby), UI Design, Bug Fixing (Character death animations, sword animations), Weapon Animations, Texture Design, Effects Design(Fog and Lighting), Sound Implementation between levels, level game manager.