

Zero Team Assignment 2 User Manual

Preface

All key bindings are made through the Godot input map. Feel free to change bindings to whatever feels comfortable. The following are default bindings.

The custom movement we decided on was double jumping.

Section 1: Basic Movement

To move the player forward and backward, press W or S. Velocity is tunable from within the editor.

Ad Rotate

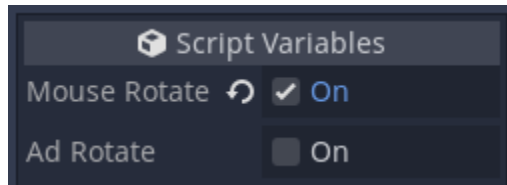
This option is editable within the Player node. When enabled, the player can rotate left and right by pressing A or D. When disabled, the player will strafe left or right by pressing A or D.

* We recommend turning *Ad Rotate* off.

Mouse Rotate

This option is editable within the Player node. When enabled, this rotates the player based on mouse input. When disabled, mouse input only rotates the camera around the player along the horizontal axis.

*We recommend turning *Mouse Rotate* on.



(You can find these settings in the Godot editor under the Inspector tab of the Player node).

The player also has the capability to walk at an angle. The slide angle is adjustable within the Godot editor, just below the above pictured settings.

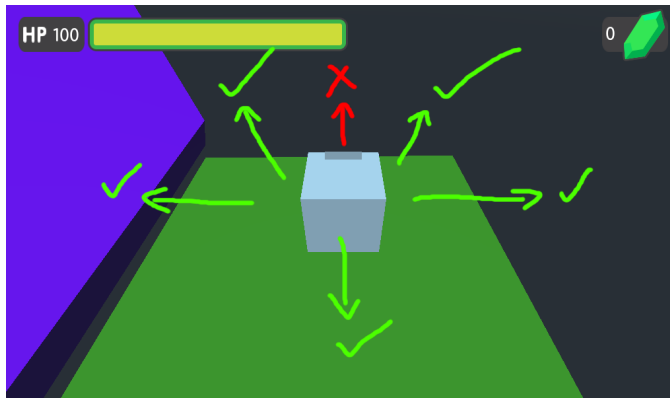
Section 2: Jumping and Gliding

To jump, press Space. To double jump, press Space again in the air after performing a jump. Jump height is tunable from within the editor.

To glide, press and hold G while on the air.

Gliding propels the player forward without the need to hold W, and any rotation / sideways movement can be done. The effect of gravity is also reduced.

Section 3: Ledge Interactions



While walking straight forward, the game will stop the player from falling off of any ledges. However the game does not stop the player from moving diagonally, left, right, or backwards off of ledges, as illustrated here.

To attach to a ledge, press Shift when facing it from above or move the character's front towards it while in the air. Your direction will change to face the ledge straight-on and a sound effect will play.

While on the ledge, you can:

- Move left and right along the edge when *Ad Rotate* is off.
- Jump (Space) to detach and move upwards.
- Press Shift again to detach

After detaching from a ledge, you will not be able to attach again until you touch a floor.

Section 4: Object Interactions

To collect a token, walk over it. It will be collected as soon as the player touches it. A sound will then play, the GUI counter will increment by one, and the token will disappear. Token increments are editable from within the godot editor.

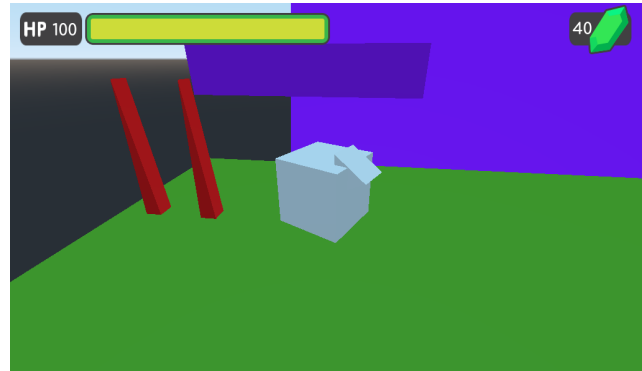
Walking over a spike damages the player. The GUI will update to reflect this damage. The spike will disappear upon consumption. Reaching HP 0 resets the entire game. Damage increments are editable from within the godot editor.



Section 5: Camera Controls

With *Mouse Rotate* disabled, moving the mouse left or right will rotate the camera around the player's horizontal axis

(This is the only way to see the player from somewhere other than behind!)



Otherwise, the camera works as you expect, rotating around the player based on mouse input from behind. If geometry gets in the way of the camera's view of the player, it will zoom into the player, in front of the object.

Section 6: Miscellaneous

To mute the game, press M. You can also choose to start the game with audio disabled through the Mute Audio box in the editor from the Player node.

To restart the game at any point, use CTRL + R or R.