

# NEURO SHIFT

Mayank  
Siddharth  
Nakul  
Sarthak



# GAME CONCEPT

NEURO-SHIFT is a single-player action-puzzle game set in a digital world. Players control VECTRA-8, a digital entity, and shift between two eras to pass obstacles, face challenges and escape The PurgeCore.

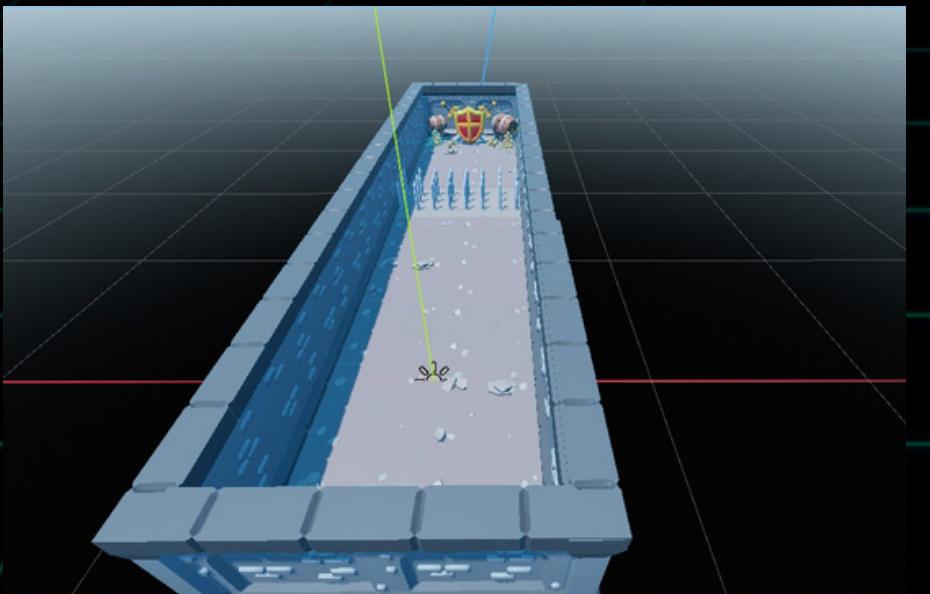
## **Vectra - 8 :**

**The digital entity  
(character)**



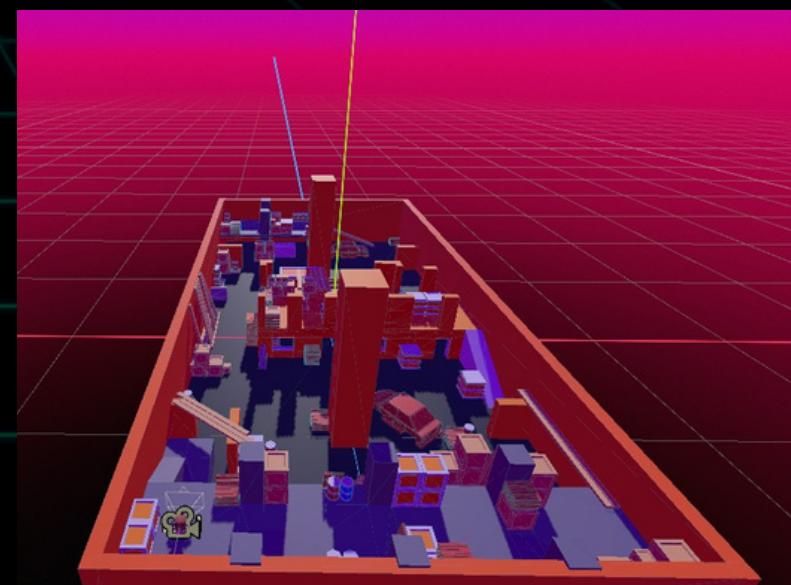
## **Era 1 : Polygon**

**The first era where the  
character will be  
spawned**



## **Era 2 : Hologram**

**The second era where the  
player can shift to upon  
encountering a obstacle**



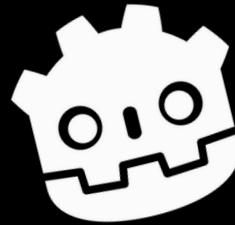
# Gameplay and Features

In this game, players control VECTRA-8, a digital entity and navigate the world by shifting between two digital eras - Polygon and Hologram. Each era has unique visuals, mechanics, and challenges, creating a dynamic and immersive experience.

Unique features -

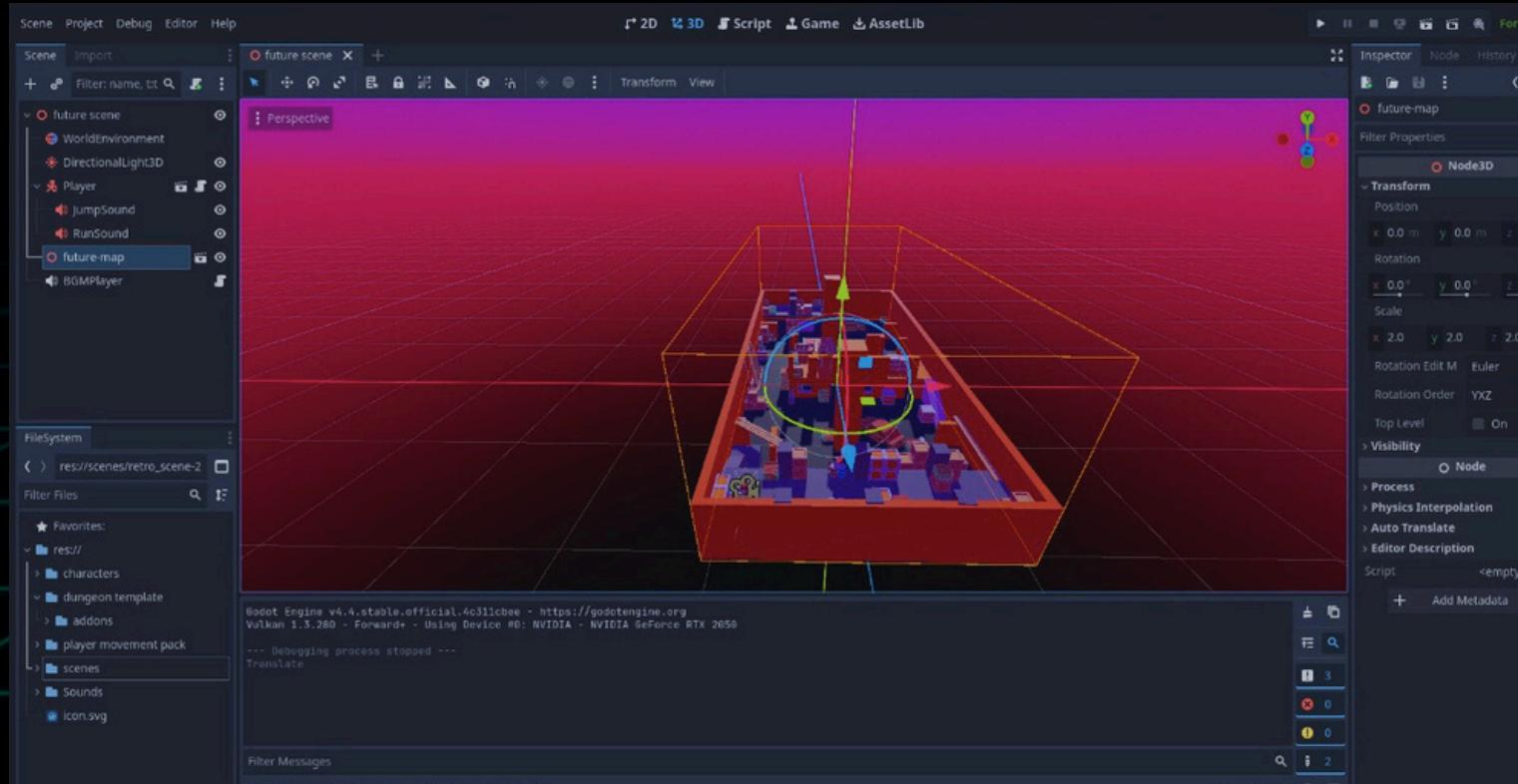
- Shift between different eras to manipulate the environment and Passing the obstacles - to reach the end of the world, the player needs to pass the obstacles
- Dive into the fascinating story line and complete the levels.

- The character, Vectra - 8 will be spawned in the Polygon Era
- It can travel through out the map
- The player has to search for a hidden coin in Era 2 Which will enable it to pass obstacle in Era 1.
- It has to reach to the end of Era 1 to finish the game



# Technology and Framework

- Built using GODOT engine, a flexible and open source engine
- Scripted in GDSCRIPT, Godot's Python like-language designed for game development
- Created 3d models and environments using Godot built in tools and blender



```
extends CharacterBody3D

#export_category("Player Movement")
#export var speed := 5.0
#export var jump_velocity := 4.5
const ROTATION_SPEED := 6.0

#onready var camera_pivot : Node3D = $camera_pivot
#onready var playermodel : Node3D = $playermodel

enum animation_state {IDLE, RUNNING, JUMPING}
var player_animation_state : animation_state = animation_state.IDLE
#onready var animation_player : AnimationPlayer = $playermodel/character-male-e2/AnimationPlayer

# Jump and Run Sounds
#onready var jump_sound : AudioStreamPlayer3D = $jumpsound
#onready var run_sound : AudioStreamPlayer3D = $runsound

var is_cursor_locked = true # Track cursor state

func _ready():
    # Lock the cursor when the game starts
    lock_cursor()
    unlock_cursor()

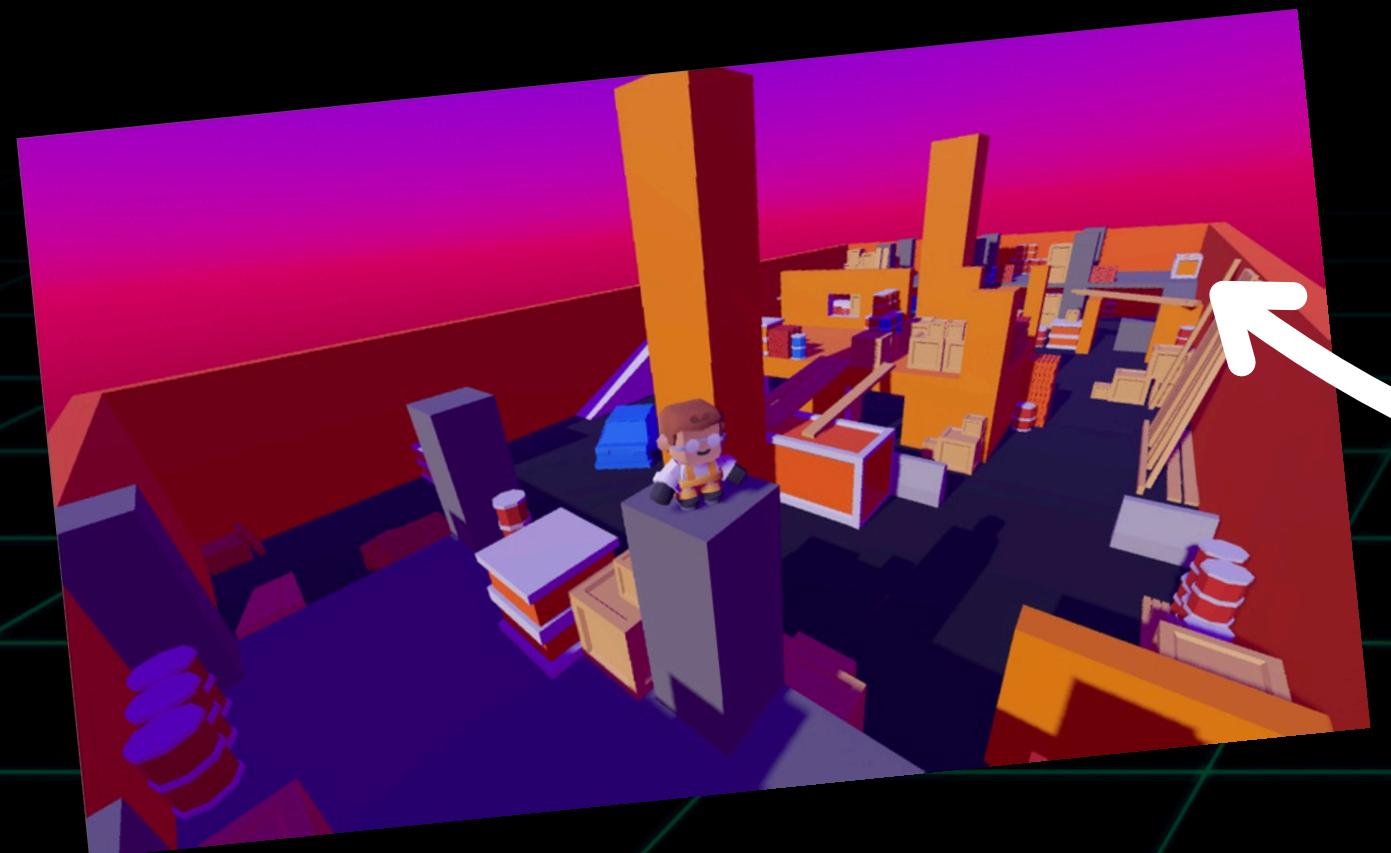
func _input(event):
    if event is InputEventKey:
        if event.pressed and event.keycode == KEY_ESCAPE:
            is_cursor_locked = not is_cursor_locked
            if is_cursor_locked:
                lock_cursor()
```

# GAME MECHANICS

WASD : Navigate in the world

Shift + T : Shift between the eras

Space bar : Jump and leap



## Some improvements that can be made further :

- More maps/eras can be added for more fun.
- New characters can be added and at this point Monetization can be enabled in the game, example, selling different characters and skins.
- Interactive environment can be added for example, the blocks and other objects can be made destructible.
- Limited time events can be added and in games prizes can be given to boost the user engagement.
- The game can be made multiplayer.

**GITHUB link :**

<https://github.com/Starz099/Neuro-Shift>

THANK  
YOU

