

User Manual

To The Sky

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What is To The Sky?

To the Sky is a tile puzzle game for PC that is themed around the four elements: water, fire, earth, and air. The game will have four worlds, each based on one of the elements, containing three regular levels and a boss level at the end of each world. Players will complete levels by solving different puzzles and defeating bosses.

Main Menu

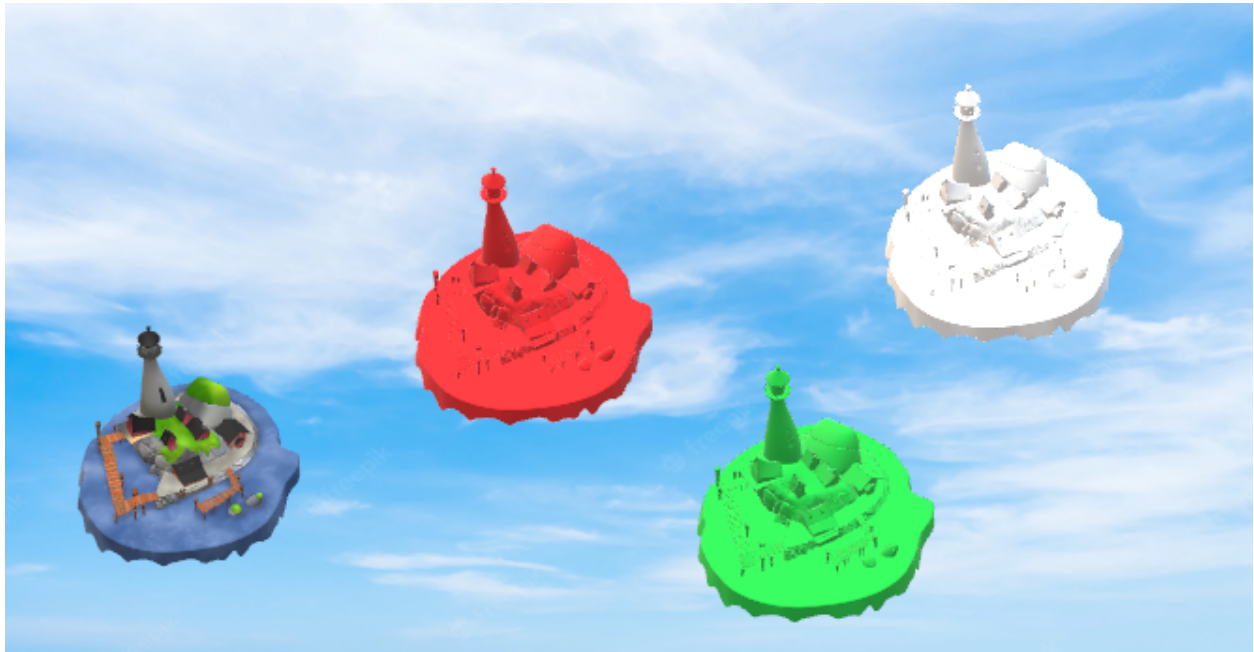


Upon launching the game you will have four options to choose from: New Game, Continue, Settings, and Quit. When you start a new game you will be taken to an empty hub world to begin your adventure! If you already have a save file present and press continue you will be taken to an up-to-date hub world to continue the adventure. In the setting menu you can adjust video, sound and accessibility settings

Saving

The game will save whenever the player completes a checkpoints, clears a level, or quits the game.

Hub World



When they enter the hub world, players will be able to navigate through four different worlds, a Water world, a Fire world, an Earth world, and an Air world. Upon starting a new game, the player will automatically start at the Earth world. The rest of the worlds will be “locked” until the player completes the boss level of the previous world. In the hub world, the player can use the player controls (explained below) to move their avatar around to look for the level entrances in the world they are currently in. If the level’s entrance is unlocked, the player can select and enter the level, if it is locked then the player has to complete the previous levels first.

Player Controls

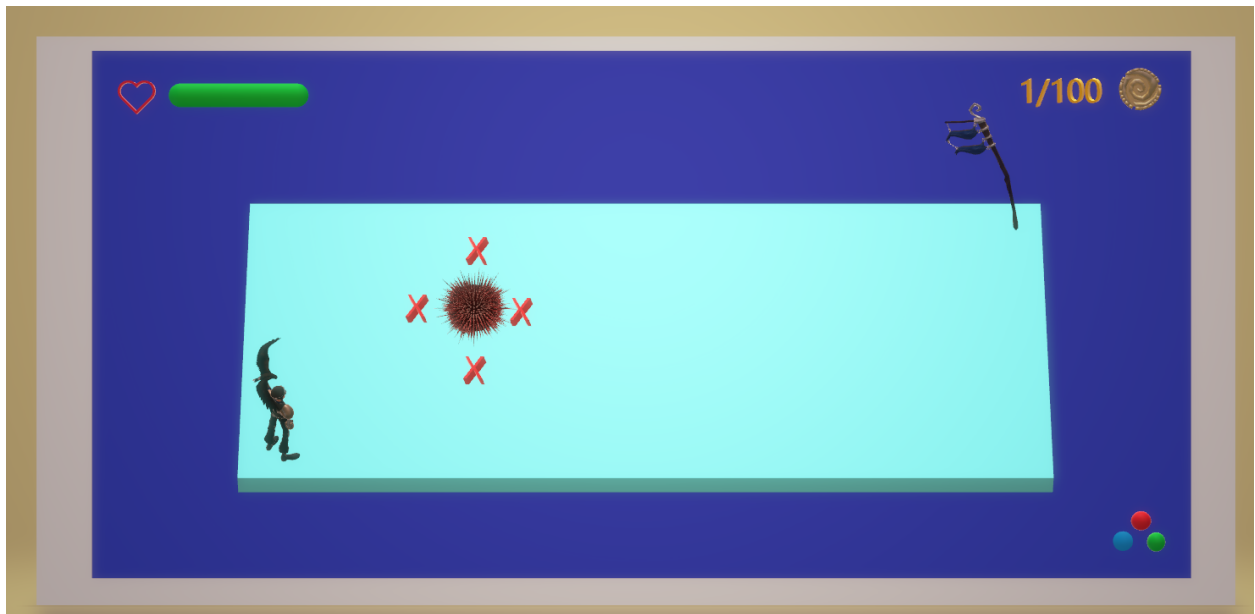
Your avatar moves one tile at a time in either the up, down, left, or right direction.

Controller	Keyboard	Action
Control Stick Up	W	Move up
Control Stick Left	A	Move left
Control Stick Down	D	Move down
Control Stick Right	S	Move right
Button Layout Down	E	Interact / Select
Button Layout Shoulder Right	Spacebar	Attack

Button Layout Left	1	Artifact 1
Button Layout Up	2	Artifact 2
Button Layout Right	3	Artifact 3

Hud

The Heads Up Display (HUD) will have the player's health in the top left corner, collectibles currently in your inventory in the top right, and the status of your available artifacts in the bottom right.



Gameplay Info

Enemies

There are two types of enemies: chasers and patrollers. Chasers will actively seek out the player when the player is within their detection zone. The objective is to avoid getting caught by the chasers, by leaving their detection zone or completing the level. Patrollers simply move either in a close loop, or a forward and backward path in the level. They act as physical obstacles for the player to navigate and avoid.

There will be four bosses in total and they are the only enemy entity the player can actively fight. They will have a large health pool as well as unique attacks.

Objectives

Players are faced with a variety of enemies and puzzles that must be defeated in order to progress through the game. Collectibles can be found throughout each level to help the player progress through the worlds. The player can test their skills by trying to achieve 5 stars on each level.

World Puzzles

Each level is uniquely designed with puzzles that must be completed in order to progress. Based on the level's world and how far the player has progressed through the game, the puzzle's design and complexity increases.

Bosses

Once the player has completed three levels within a world, they are able to enter the boss room. The boss room changes the gameplay style from puzzled turn-based to free roam or solely turn based movement. The player must defeat the boss by depleting its health points to 0 in order to progress to the next world.

Artifacts

After defeating a boss the player will receive an artifact, which they can use only once per checkpoint, to help them complete later levels. The artifacts will be located at the bottom right corner of the Heads up display and can be accessed using the player controls explained above.

Water

Summons an ice block underneath the player giving them access to new heights. The ice block may also be pushed around.

Earth

Summons a ball of earth in front of the player. The earth ball may also be pushed around and can be pushed off ramps.

Fire

Summons a fireball in front of the player and travels horizontally until the fireball collides with something. The fireball may be used to combat enemies , used to activate switches from far away or destroy weak blocks.