Developer Guide

To The Sky

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Project Description

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 enemies.

Features

Features for To the Sky will include:

- Tile based movement: restricts players movement so they move from one block to another
- Multiple level formats:
    - turn based: For each action the player does, the enemy will do one action.
    - free roam: The player can move freely without it affecting the enemy's actions
- World/level selection system: player can choose which level they want to play
- Trader/shop system where player can buy items with coins collected in levels
- Bonus levels unlocked by getting collectibles from regular levels
- Customizable player cosmetics
- Optional checkpoints that allow player to save progress
- Star rating based on how many objectives player completes during the level (for example how many collectibles were retrieved and how fast levels are completed)
- Full controller support

Installation Instructions

The official game can be downloaded through an online gaming platform such as Steam, and any developers can download the game through github.

Technology

Currently, we plan to use Unity as our game engine to develop To the Sky. Unity provides many tutorials and assets to assist us in making this project.

Contributions

We are currently in the planning phase of our application. Once development begins, contributions for this project will be made through the GitHub repository.

Support / Contact

For any issues or further questions, please feel free to contact us through email:
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