

# Title of the Game: THE RELIC OF GRAVITAS

## Team:

Saran Konala  
Suchit Srivastava  
Soham More

## Controls:

mouse : Camera movement

← or a : Move left

→ or d : Move right

↑ or w : Move forward

↓ or s : Move backward

space : Jump

(In Level 2) e: light matchstick

## Concept and Idea behind the Game

You Have been cursed with the **INFAMOUS MILO CURSE**.

Anything that can go wrong, will go wrong

So you must venture out into the ancient land of Gravitas, to find the alien artifact that controls gravity and fate itself

Find this item to finally change your fate and normalize your luck.

## Themes used and how?

**Milo Murphy:**

(lvl1)

If you touch mountains, you will stumble on your rock and roll to your death  
Sometimes even wall jumps fail

(lvl2)

Among the many batches of matchsticks you brought for this trip only 15 of these matchsticks work  
Sometimes your head gets flung too fast

(lvl3)

In the Alien land beyond the cave even gravity works against you and you must skillfully understand the space time distortions to power through

### **Occam's Razor:**

There are very easy simple straightforward paths in level 1 and level 2 that easily get you to the final level

### **Retro Winter:**

The Cold Environment of Gravitas

## **FEATURES**

lvl1: wall jump (Run ALONG wall), doublejump

lvl2: matchstick (e), moving platform

lvl3: Different gravity at different positions (guess the pattern of gravity)

## **Software and Resources**

Game development software used is **Unity**

Some assets used are made by us using **Blender**

### **Other Assets used Links:**

1. <https://sketchfab.com/3d-models/subterranean-city-e47306a019bc4a71989af491b319a5a8>
2. <https://www.cgtrader.com/free-3d-models/exterior/historic-exterior/rpg-poly-pack-lite>