Subject To Change

User Manual

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Installation Instructions

For developers, follow the instructions below to open the project in Unity's editor. This environment is good for working on the project as well as running it in the editor's runtime environment.

1) Download the project files from the github repository.
2) Install the latest version of Unity Hub, or any other version of Unity Hub that supports Unity Editor Version 2021.3.16. Unity Hub can be downloaded here.
3) This project uses Unity Editor Version 2021.3.16. To download this version, view this link. Use the 'Unity Hub' download link to install the editor within Unity Hub
4) From Unity Hub's projects tab, click 'Open' and navigate to the directory containing the project files. If asked for a version, select the version installed in step three.
5) Unity will open the project for the first time and may take some time to set up the necessary files. Once the initial bootup is complete, you make changes to project files or run the project from the runtime environment.
6) To make a build of the project, from the editor, navigate to file->build settings->build.

Main Menu

The main menu consists of three main options: **Play, Settings,** and **Exit.**

The **Exit** option closes the game. The **Settings** menu gives the option to change music and sound effect volumes by using the slider controls.


The **Play** option brings up the **level selection** screen. This currently includes the **Tech Demo** and **Level One** levels for selection.

Movement

Player movement is mainly controlled using the **A and D(PC)/Left Joystick(Controller)** and the **Space Bar/A Button** to control left/right movement and jumping, respectively. Crouching is activated using the **Left Ctrl/Left Joystick Down** actions.
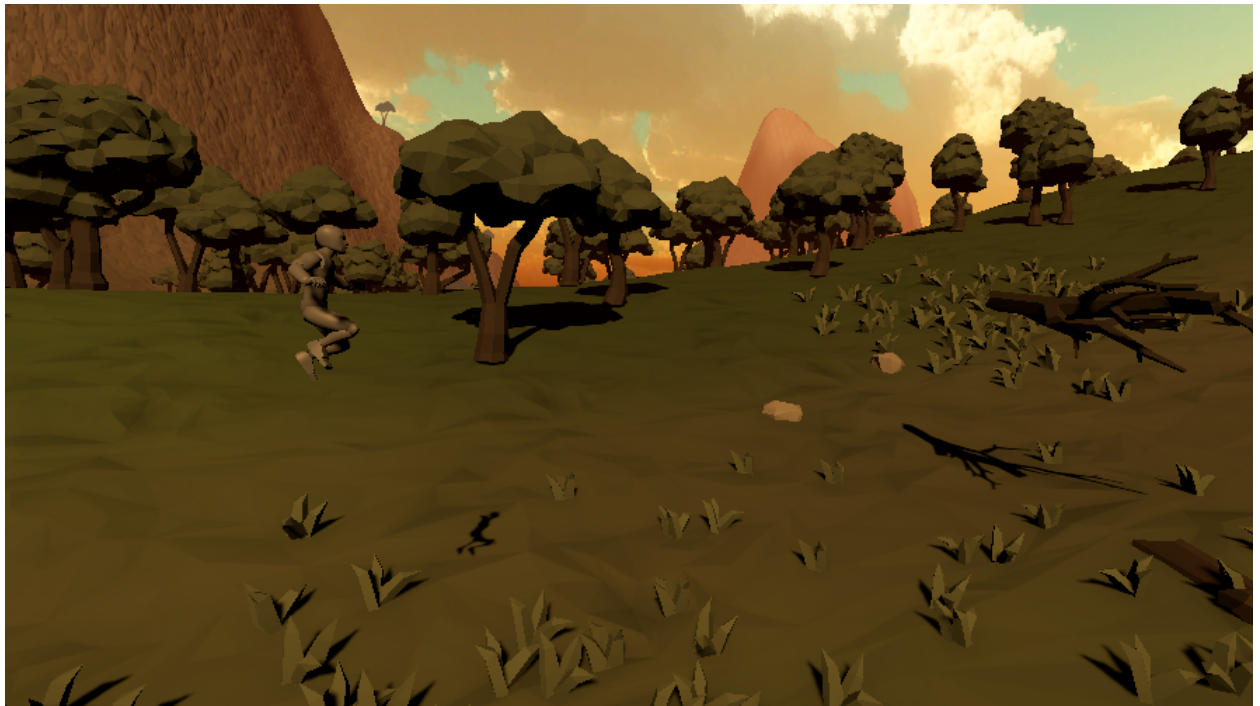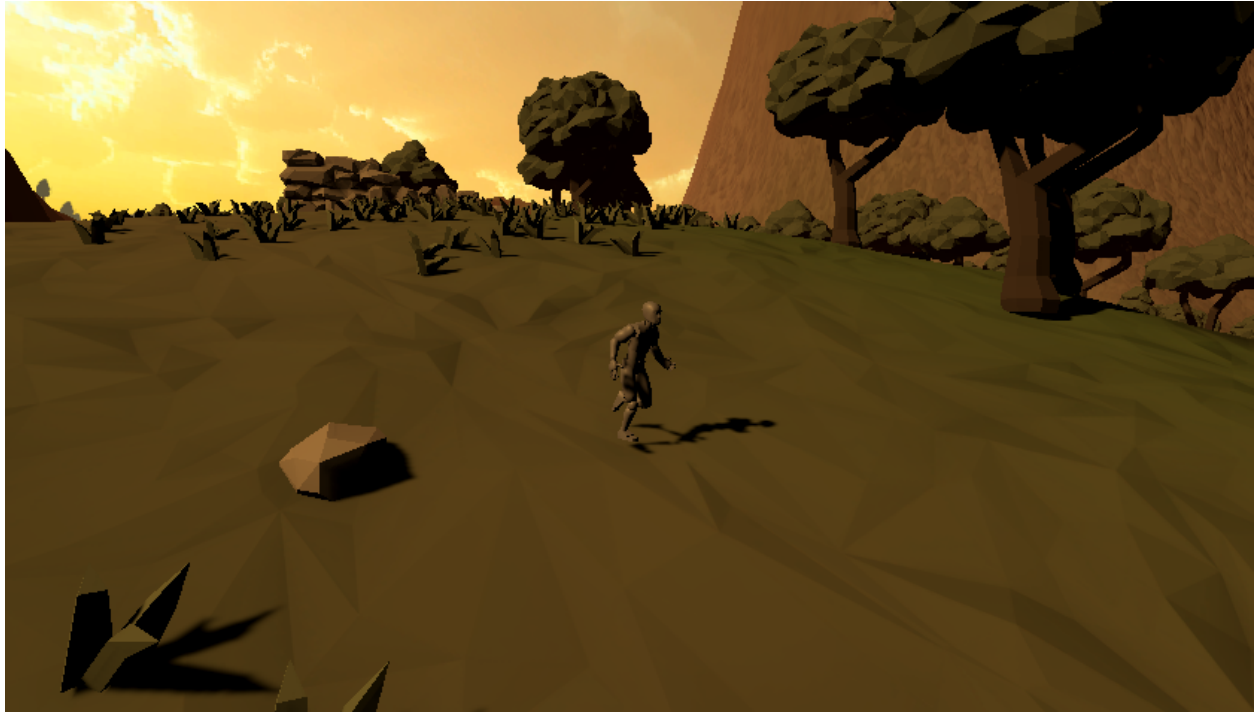
Throughout the level, the player is able to unlock more movement options to help in platforming. These unlocks are found throughout the level and are indicated by **glowing skeletons.**

The movement abilities that are unlocked throughout the level are **double jump** and **glide.** The double jump is activated by clicking the **Space Bar/A Button** twice when on the ground, or when in mid-air. The glide is activated by holding the **Space Bar/A Button** after a jump or while falling.

Mechanics

While in the game level, the player's HUD is visible at all times. This HUD shows the players current health (out of 3), as well as any power ups they have picked up.
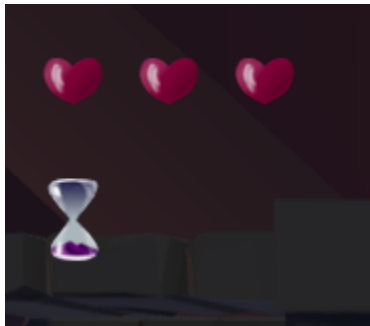
The first (and currently only) power up the player receives is the **time warp** power up. This allows the player to utilize certain teleport locations to warp back in time. These teleport locations are indicated by floating particles and a teleport button prompt. To use these locations, the player must click the **E/Y** buttons.

The player may encounter other interactables in the level, such as puzzles and doors. These are activated using the **E/Y** buttons. Note that some interactables may have prerequisites to unlock before they can be interacted with.

Pause Screen

While in a level, the player can click the **Esc/Start** button to open up the in game settings menu. In this menu, the player can adjust the **music** and **sound effects** using the corresponding

sliders, or return to the main menu screen.