

AXION'S JOURNEY

This is a precision platformer game. That means it is about maneuvering the level with high accuracy. It also means it gets very difficult. If you don't want a high amount of challenge, then don't play it.

To start the game, run the `storymode.py` file. Avoid dragging the window, as it will cause the main loop to pause while the music keeps going, and it will get desynced very quickly. If you wish to create your own levels, you may run the `main.py` file. Be warned, as this has more bugs than the story mode and may crash during use. Figure out the controls yourself.

This game has a story to it, but I did not have enough time to implement it yet. If you wish to see the story, it can be found in the `Axions Journey.pdf` file, beginning on page 5. It will explain a lot of the things that seem to be missing when playing the game.

The first cutscene happens after the player has completed the tutorial, the second cutscene after level 3 is completed, and cutscene 3 after the player finishes the final level.

Thank you for playing my game, I hope it was fun!