

CyRus

(Son of DarkSoul)

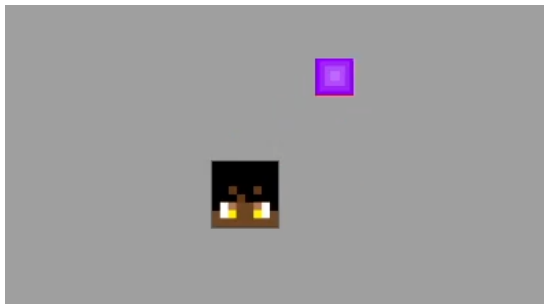
CyRus (Son of DarkSoul) is a survival game written in C#, developed and published by:

- **Phạm Quốc Anh Quân**
- **Nguyễn Hoàng Phúc**
- **Phạm Thành Nhân**
- **Phạm Quang Trường**

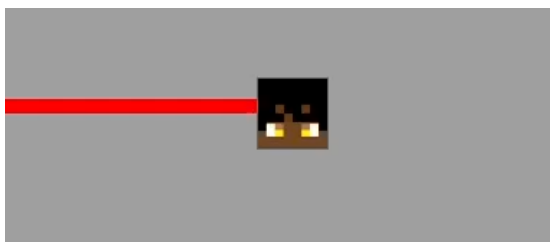
The content of the game revolves around you being chased by a monster. Your mission is to try to survive and get as many points as possible

How to play:

- Use ← ↑ → ↓ to move
- Use Q to shoot homing bullet



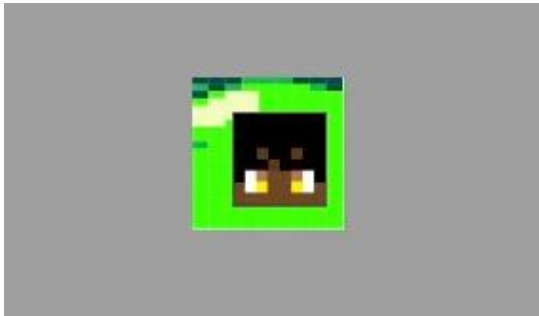
- Use W to shoot lazer



- Use E to shoot control bullet (can use → ← to control)



- Use A to change positions with monster
- Use S to put slime (trap, can block monster several times)



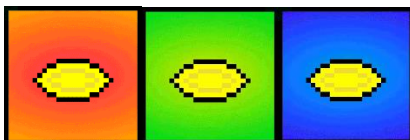
- Use D to dash
- Use space to increase running speed

Item:

- **BlackHole:** make the player unable to move when touched and if a monster touch it, it will get bigger



- **Point:**



- **Restore Mana:**

