

# T1-SSS-report

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1. Fisrt, you can see the title screen we drew ourselves!!

If you click 'Start!' button game will start.



3. You can press 'h', 'F1' anywhere to see graphical help like picture below. Click screen again to return the original screen.

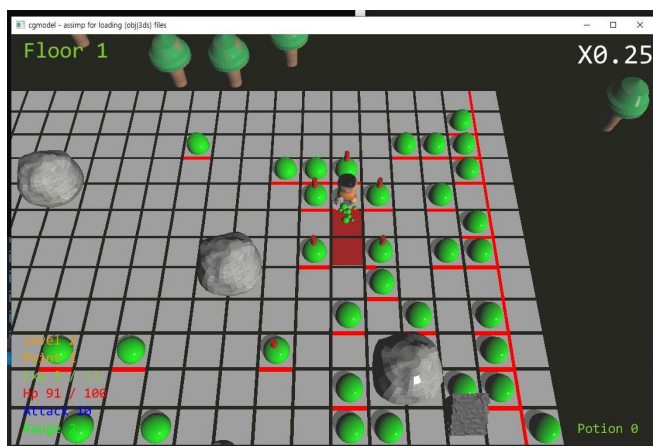
Basic operation method -->

- You can press 'w', 'a', 's', 'd' to attack slime.
- You can press 'up', 'down', 'left', 'right' to move character. But if there is an obstacle, it won't move.
- You can press 'G', 'V' to speed up or slow down the game.
- You can press 'R' to reset game
- When exp is full, level up and increase the points.
- Press '1', '2', '3' to enhance hp, attack, and attack range.
- HP and attack consume 1 point, but attack range consumes more points as it levels up.
- Press '7' to get 1000 point (cheat mode)
- An object with a blue floor is a potion that increases the potion as it passes through that area.
- Press 'p' to use potion. It fills 30% HP.
- If you look at the upper left, you can see the number of floors. (multi-level)



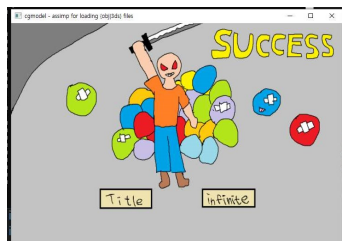
4. In game screen,

- If you look at the objects, 3D shading is applied.
- And also support resizable window and its constant aspect-ratio viewport.
- text rendering to show user stat, floor, potion and game speed.
- You can hear sound rendering when you are attack and background music.
- You can see textured object for user character, stone, sword, stair, potion and wood.
- The camera moves along with the user. (dynamic camera movement)
- Shadows are applied in slimes and user. In the picture below, you can see a small circle under the slime and user. (Shadow)
- When slime dies, you can see the particle system.(In the picture below, the dead slime under the user shows a particle and disappears) (particle system)
- If the user attacks the slime or is near the slime, the slime keeps following with a '!'.(Moving 2D/3D NPCs with AI)



#### 5. clear and fail

- If you reach the stairs, move to the next level.
- The color of slime different floor to floor. For example, on the fourth floor, 2, 3, 4 levels of slimes are come out, And it colored blue, yellow, cyan.
- When you reach the tenth floor, the game is cleared, and the following left images appears. Press the title to return to the title screen, and press infinite button to continue the game.
- When the hp reaches zero, the right image appears, and when you press the title button, it returns to the title screen.



#### 6. A very, very interesting infinity mode and a unique game playing!!

Conquer the slime tower with your own build!

You can see high-quality hand drawings. Your eyes will be pleased with that!