

Hi,

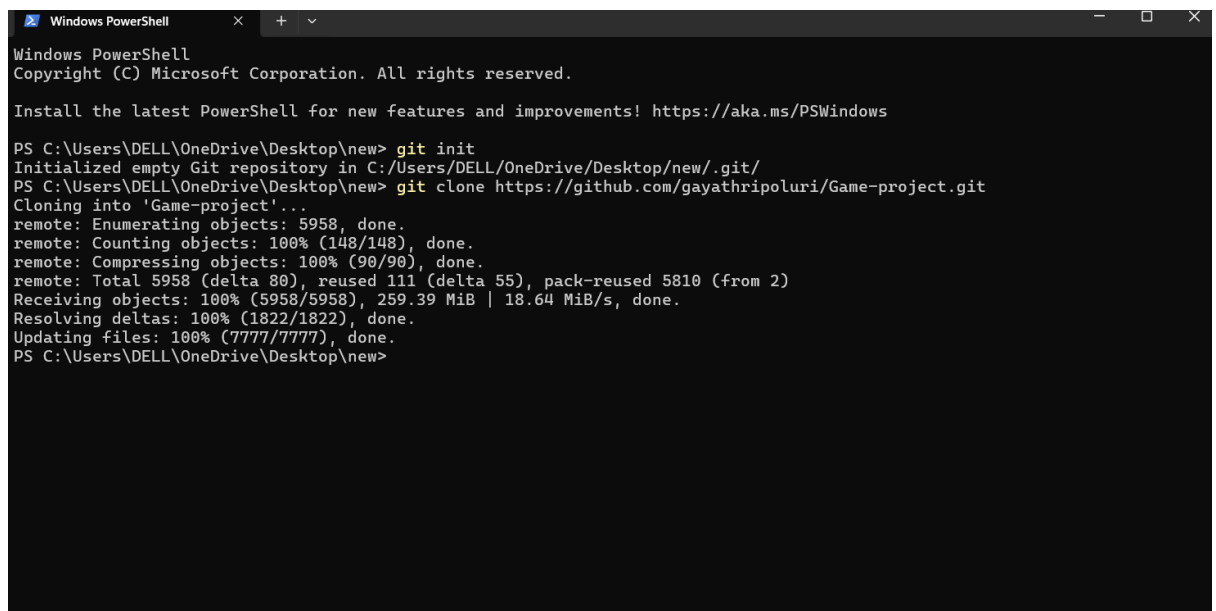
### Steps to run the game:

1)Download Godot from here <https://godotengine.org/> (Godot is a game engine like Unity, Unreal Engine)

2)Create a folder on your desktop, preferably, and clone the file

#### Cloning Steps:

- Open the newly created folder and right click, and you will see the *Open in terminal* option, click that. Now give commands
- git init** returns *Initialized empty Git Repository*(we are initializing git in the folder)
- git clone** <https://github.com/gayathripoluri/Game-project.git> the folder is now cloned






```
Windows PowerShell
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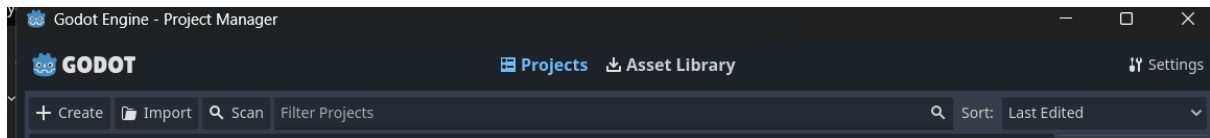
Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\DELL\OneDrive\Desktop\new> git init
Initialized empty Git repository in C:/Users/DELL/OneDrive/Desktop/new/.git/
PS C:\Users\DELL\OneDrive\Desktop\new> git clone https://github.com/gayathripoluri/Game-project.git
Cloning into 'Game-project'...
remote: Enumerating objects: 5958, done.
remote: Counting objects: 100% (148/148), done.
remote: Compressing objects: 100% (90/90), done.
remote: Total 5958 (delta 80), reused 111 (delta 55), pack-reused 5810 (from 2)
Receiving objects: 100% (5958/5958), 259.39 MiB | 18.64 MiB/s, done.
Resolving deltas: 100% (1822/1822), done.
Updating files: 100% (7777/7777), done.
PS C:\Users\DELL\OneDrive\Desktop\new>
```

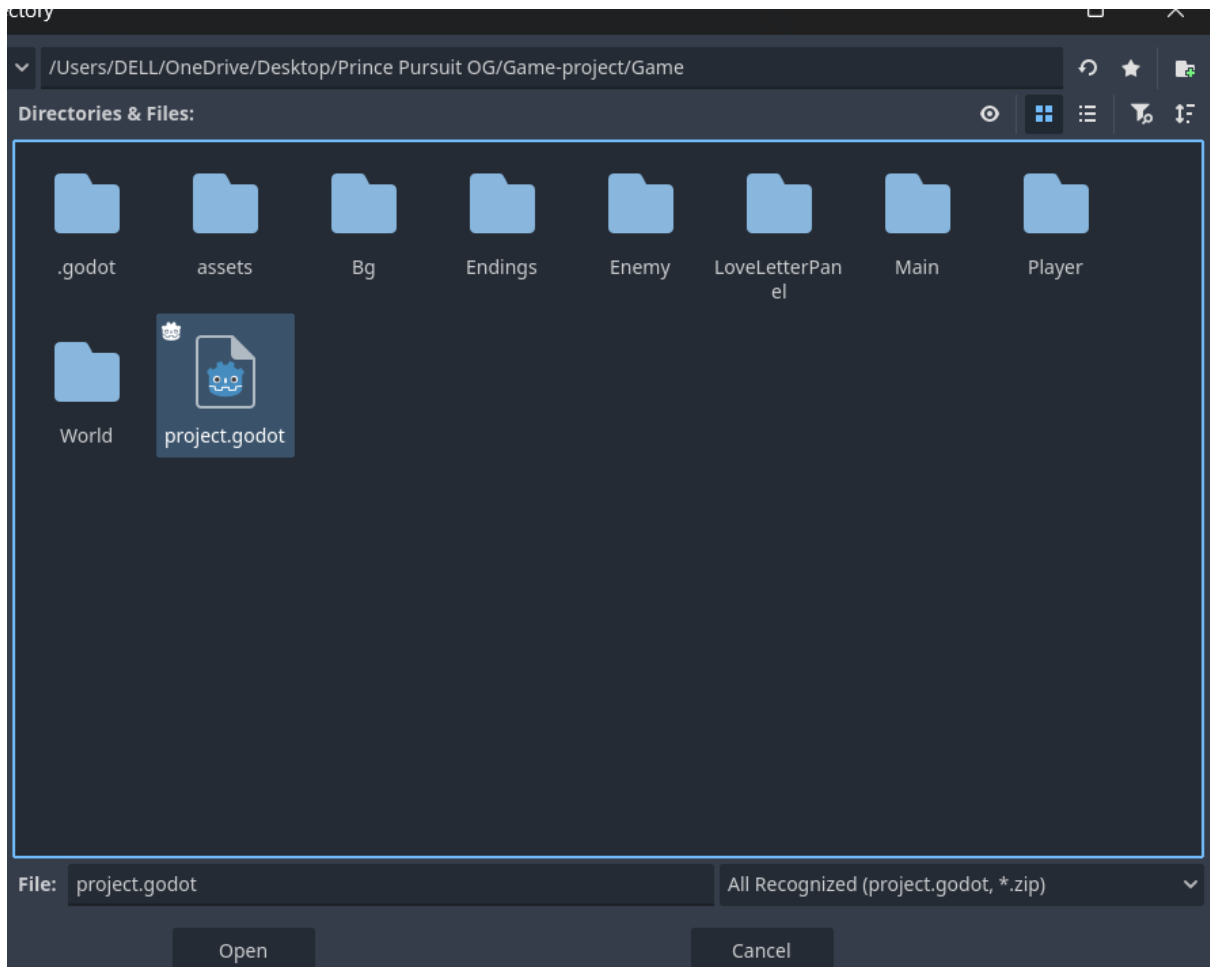
3)Extract the zip files of godot and open *Godot\_v4.4.1-stable\_mono\_win64* or *Godot\_v4.4.1-stable\_mono\_win64\_console*(either Godot opens, if uh can't find the file use search because Godot contains lot more files to search manually)

Name	Date modified	Type	Size
 GodotSharp	10-04-2025 18:56	File folder	
 Godot_v4.4.1-stable_mono_win64	10-04-2025 18:56	Application	1,53,295 KB
 Godot_v4.4.1-stable_mono_win64_console	10-04-2025 18:56	Application	197 KB

4)The Godot will load, and a panel will open with options like Create, Import, and Scan.



5) Since it is a cloned folder, we need to click on Import and give the path where we have cloned the folder and open the file till you can see project.godot file so that Godot can find the .godot file ((**YourFileName/Game-project/game/**) in this path, we will find the *project.godot*. Select that folder (Note: If we select the game-project file, then it throws “Please choose project.godot file” error message)



6) Click on import once you select project.godot

7) Give Godot a few seconds to load the assets and scripts, and once they all load, you can click on the run button (on the top-right corner) you can see the game interface

### Controls of the Game:

1) Top-Arrow: To jump

2) Left-Arrow: To move left side

3) Right-Arrow: To move right side

4) Jump on the enemy to kill the enemy

There is no crouch movement, and there is also no need to press buttons for collecting gems. If you are 50m distant from the gem, they will get collected automatically

### **Game Description:**

To put it simply, the prince runs through a cursed forest from one end to the other to win the love of his princess. The Princess is cursed, and only true love can cure her from the curse of emptiness.

The prince needs to collect 5 gems during his run to show his efforts to his princess

There are 3 types of ends:

- a) Collecting 5 gems by the end of the run will trigger “Happy End,” which means breaking the princess's curse
- b) Collecting less than 4 by the end of the run will trigger “Sad End,” which means ‘Dude, you didn’t put in the bare minimum to break the curse.’
- c) Collecting exactly 4 gems, which is like a second chance, the player needs to write a love letter to prove his love to his princess(Coming soon)

Check this out for technical details: <https://github.com/gayathripoluri/Game-project/tree/main/Reports>

Connect with me for new implementations or improvements:

<https://www.linkedin.com/in/gayathri-poluri/>

Thanks,

Gayathri Poluri