To The Skies

To the Skies is a 3D fantasy side-scrolling shooter game. It features character classes, trait trees to customize the heroes, and bullet hell stages. The game is made with Unity and uses 3D low poly assets.

Game Mechanics

* The player chooses 4 heroes that have different well-known classes.
* Each hero has a basic attack, 4 abilities, attributes and stats.
* The attributes of the heroes are: Health, Mana, Attack, Defense, Critical Chance, and Critical Damage.
* Each attribute is governed by a stat.
* The stats of the heroes are: Vitality, Wisdom, Power, Toughness, Dexterity, and Ferocity.
* Health dictates whether the hero can fight. The player will fail if the hero’s health depletes to 0. Health can be regenerated slowly or through some other means.
* Mana is used to cast abilities. It slowly regenerates overtime during the course of the stage.
* Attack corresponds to how much damage the hero can do with either his or her basic attack or abilities.
* Defense tells how much damage taken can be mitigated by the hero.
* Critical Chance dictates how likely a hero can score a critical hit, which deals more than the usual damage.
* Critical Damage tells how much percentage of the Attack stat is added to a critical hit.
* Vitality dictates Health. The more vitality a hero has, the more health he or she has. It also increases the rate of regenerating health. Health is calculated as: Health = 100 + (Vitality \* 100)
* Wisdom dictates Mana. The more wisdom a hero has, the more mana he or she has. It also increases the rate of regenerating mana. Mana is calculated as: Mana = 100 + (Wisdom \* 100)
* Power dictates Attack. The more power a hero has, the more attack he or she has. Attack is calculated as: Attack = Attack \* 1.5
* Toughness dictates Defense. The more power a hero has, the more defense he or she has. Defense is calculated as: Defense = Toughness \* 1.2
* Dexterity dictates Critical Chance. The more dexterity a hero has, the higher the critical chance will be. Critical Chance is calculated as: Critical Chance = Dexterity \* 0.5.
* Ferocity dictates Critical Damage. The more ferocity a hero has, the higher the critical damage percentage will be. Critical Damage is calculated as: Critical Damage = 50 + (Ferocity \* 0.5).
* An ability is used by a hero to help him defeat enemies. It has a mana cost and a cooldown.

Controls

* Mouse Position is used to move the hero.
* Left Mouse Click is used to do a basic attack.
* The 1,2,3 and 4 keys are used to cast a corresponding ability.
* The P key is used to pause the game and bring up the menu.

Heroes

**Alfred The Magician**

Base Stats

* Power - 12
* Toughness - 5
* Vitality - 8
* Wisdom - 15
* Dexterity - 5
* Ferocity - 5

Abilities

* Mystic Pillar – summons a pillar of energy, damaging enemies by (120% of Attack) caught in it
* Rune Barrier – creates a barrier, reflecting attacks
* Arcane Overload – condenses energy into an unstable orb, damaging enemies by (10% of Attack) touching it and exploding after a 20 seconds, causing (150% of Attack) points of damage
* Arcane Storm – barrages enemies with arcane bolts, causing (100% of Attack) points of damage per bolt

Trait Trees

* Arcane
* Elemental Magic
* Thaumaturgy

Biography

**Malcom the Warrior**

Base Stats

* Power - 12
* Toughness - 13
* Vitality - 12
* Wisdom - 6
* Dexterity - 8
* Ferocity - 10

Abilities

* Enrage – increases Power while decreasing Toughness
* Whirling Defense – blocks attacks with the javelin
* Brandish – imbuing the javelin with magic, brandishes it to fire off magical spears
* Dragon Lance – overloads the javelin with magic, damaging an area upon contact

Trait Trees

* Berserker
* Paladin
* Bulwark