Hellooooooo!! Welcome to the User Manual for Grace of the Underworld, created by Eric Yang and Lena Young! Hope you enjoy the game! :D

Requirements:
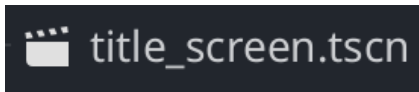
- Godot 4.0 installed

How to Run Game:

1. Open godot.project file

project.godot

2. Double-click "title_screen" in the FileSystem window in the lower right corner of the screen and click the *play scene button* in the upper-right corner of the screen!

3. OR click the *play button* in the upper-right corner of the screen! (Both work!)

Controls:

- **Opening & Closing Inventory:** "I" key
- **Walking Around:** "W", "A", "S", & "D" keys
- **Plant Tomatoes:** Left-click
- **Plant Carrots**: Right-click
- **Collecting item:** Touch w/ character!
- **Dialogue:** Clicking Garfield or Paxton Hall-Yoshida brings up the dialogue! Clicking them again will close it.

Details:

- Can only walk on grass & dirt
- Can only plant crops on dirt
- The game starts at night & will gradually shift in the time of day
- Plants grow according to the time passed, and once fully grown, they'll drop their respective crops that can be picked up and added to the inventory!

- There are cute pre-set ducks around the map to collect too :D

Citations:
- [Stardew Valley Godot Tutorial Series](#)
- [In-Game Timer](#)
- [Camera](#)
- [Sprout Lands Asset Pack](#)
- [Inventory](#)
- [Collision & Physics Layers](#)