

Read Me!

Hi!

Firstly, controls:

Q - Roll Left

W - Pitch Down

E - Roll Right

A - Yaw left

S - Pitch Up

D - Yaw Right

Space - Boost (note: gives permanent speed increase)

The dragon should chase you and will be limited in manoeuvrability.

Due to running out of time towards the end, I haven't done any form of level design, and the prototype involves you simply collecting coins dotted throughout a city corridor.

I initially had a more physics based flight mechanics, but scrapped those in favour of more arcade-y style flight, as I wished to simply get them up and running so that I could focus on the other aspects of the prototype, such as collectibles and making a roll which didn't make me feel sick to use.

Sadly I couldn't find a stock bird, and using Ethan in a T Pose broke the build.

Similarly, using the boost gives a permanent speed boost to the player, as I ran out of time to fix this issue.

Total time taken: 7 hours 45 minutes