

Sky's Odyssey Instructions

Summary:

You play Sky, an elemental sprite who is lost and trying to get home. She has three different elemental states that you can toggle between, each with unique abilities. The goal is to explore the map and collect 25 crystals to reactivate the portal. Once you've collected all the crystals, go through the portal to get Sky home and win. However, there are vorax spread throughout the map that will shoot projectiles at you if you get too close. Utilize Sky's different abilities to defend against or defeat the vorax and collect the crystals.

Open and run the MainMenu scene in the Unity editor to start the game.

NOTE: the game uses the cinemachine and textmeshpro packages. if the packages are not working correctly, you can either reload the folder or manually install them in unity with Window->Package Manager->Unity Registry.

Objects that interact:

Skysprite - Moveable, controllable by player. Three states: fire, water, air. (collides with vorax, voraxshot, crystal)

Fireball - Fired by fire state skysprite. Moves (collides with vorax)

Vorax - Fires vorax projectiles. vorax projectiles move, collide with player.

Crystal - collides with player, is collected.

Controls & Gameplay

1. Use the arrows or WASD keys to move.
2. Press TAB to toggle between elemental states.
3. Press SPACE to use an elemental ability.
 - a. Water ability: Shield
 - b. Air ability: Fly/Double jump
 - c. Fire ability: Shoot a circle of fireballs
4. Collect all 25 crystals and go through the portal to get Sky home and win.
5. Press esc or the pause button to pause.

The vorax will shoot tracking projectiles if you get too close. You can avoid them or deflect them with a shield or fireball. Hitting a vorax with three fireballs will defeat it.

You will lose health if you are hit by a vorax projectile. You will lose significant health if you collide with a vorax. If you run out of health, you lose.

Your health and your crystal collection progress are displayed in the top left. Sounds cues are played every time you collect a crystal or lose health.

It is not entirely necessary to defeat the vorax, as doing so will not gain you any points or anything. It will just make it easier to get the crystals.

You will not win unless you go through the portal once collecting all the crystals. Once you do go through the portal, there is a short cutscene (non-playable), and then a game win message.

This is a map of the game if you don't want to look for the crystals.

