User Manual for Dyschordia (READ\_ME)

Thank you for downloading Dyschordia (v0.3.2) by Team VANS!

This is a guide to help you get started with the game.

**UPDATES**:

v0.2

* Added the Fire Dungeon, which includes quicksand, bugs, cactusaurs, sandillos, and the boss, Hathor.
  + Bug: A small, pesky insect that bites if you get too close.
  + Cactusaur: A fierce beast that charges at you with its tongue flailing about.
  + Sandillo: A cute little animal that will roll you into the dust.
  + Hathor: Flys up and down, shooting projectiles.

v0.2.1

* Fixed a bug that prevented the player from using the buttons in the pause menu in the city.
* Added new sounds for the player’s attack, the cactusaur, the sandillo, and Hathor’s projectile attack.

v0.3

* Added the Fire Dungeon, which includes lava, moving platforms, lava blobs, toa turtles, and the boss, Apollo.
  + Lava Blob: Similar to Slimes from the forest, but smaller.
  + Toa Turtle: Stationary mob that launches three projectiles at a time.
  + Apollo: Transforms into a fireball to chase down the player, and returns to his normal form upon colliding with the player to shoot fire projectiles.
* Added health bars for each boss.
* Added a credits scene accessible after beating the fire dungeon.
* Reworked waypoint system to work between Desert and Fire Dungeons.
* Added NPCs to the city which play music when interacted with.
* Added the Fire Dungeon door to the city, which is accessible even before completing the Desert Dungeon.

v0.3.1

* Made the Apollo fight more fair.
  + Now shoots fire projectiles a lot slower.
  + Now transforms into humanoid form after a short duration in charge form.

v0.3.2

* Fixed waypoint system between scenes.
* Player can now pause in the Credits scene.
* Tweaked a few platforms for easier platforming.
* READ\_ME now includes update information from all versions.

**Download Instructions**:

* You should have a folder labeled ‘Dyschordia v.0.3.2’. In this folder, there is a data folder, an executable file (.exe), and this readme.
* In order to play the game, ensure that the .exe is in the same location as the data folder.

**How to Play**:

* Press ‘A’ and ‘D’ to move the character left and right.
* Press ‘Spacebar’ to jump.
* Press ‘Left Ctrl’ to crouch.
* Press ‘Mouse 0’ (left click) to attack.
* Press ‘W’ to interact with doors, portals, and waypoints.
* Press ‘Esc’ to pause the game.

**Notes**:

* This is an early development build of the game. Expect many changes as new versions are built.
* There is no current save feature enabled. Exiting the game will lose all progress.
* The sand dungeon is currently the last playable dungeon. Defeating the boss and entering the portal at the end will take you back to the city, which allows you to replay levels even though you have beaten the game.
* To exit the game while in a dungeon, press ‘Escape’ and click ‘Exit to Main Menu’.

**About Team VANS**:

* A group of four Drexel students
  + Vincent Nguyen, Programmer & Artist
  + Adnan el-Bedawi, Music & Sound Director
  + Nick Simpkins, Art Director
  + Scott Natter, Project Manager & Storywriter