

Permafrost Tilter

Controls:

- Use the ArrowKeys to move around:
 - **'UP'** - to jump
 - **'LEFT'** & **'RIGHT'** - to move left or right respectively
- Press **'SPACE'** to shoot Fireballs
- Press **'B'** to blow out Torches
- Press **'E'** to interact
- Press **'Q'** to kill your player & restart the level
- Press **'ESCAPE'** to return to the main menu

Mechanics:

VIGOUR:

The game is based around the maintenance of your player's **Vigour** illustrated by the "Body Heat" gauge in the overlay:

- Your **Vigour** will drop when you take **Cold damage** which happens :
 1. Outside (i.e. in a snowy area)
 2. When you are hit by a **Snowball**
 3. When you come into contact with a **Mob**
- Your **Vigour** will regenerate when you take **Heat damage** given by:
 1. **Torch** (Activated by shooting a **Fireball** at it)
 2. **Oven** (which must be turned on using **Coal**)

VIGOUR GAUGE:

Above the Player's head (i.e. in the Overlay) you can find the **Vigour Gauge** which, as we previously stated, illustrated the Player's body heat and thus his capacity to shoot **Fireballs**.

There are three states when it comes to Player's **Vigour**:

1. When the **Vigour Gauge** is above 0 :
 - In this state, the player can shoot fireballs freely and won't take any **Cold damage** directly to his health.
2. When the **Vigour Gauge** is below 0 but health is above 2:
 - In this state, the player can still shoot fireballs but it will lower his health (-0.5 per fireball). **Cold damage** will also affect his health.
3. When the **Vigour Gauge** is below 0 & your health \leq 2:
 - In this state the player will turn blue and can no longer shoot any **Fireballs**, he will instead start shooting harmless **Snowballs**.

Important Objects:

HEATING OBJECTS:

There are many objects that are essential to the game, to assure the survival of the player, especially **Heat** emitting ones such as:

1. **Torch** - which is placed throughout the different Levels, either as a Signal used to unlock the **Exit** (such is the case in **Cave_3**) or to trigger other objects (such as the **Mover**) or the just as a means to recover the player's **Vigour**.
2. **Oven** - a **Torch** that is activated using coal, which is very practical when the player can no longer shoot **Fireballs** and needs to regenerate his **Vigour Gauge**.

INTERACTORS:

These Objects can be interacted with by pressing 'E' on your keyboard when next to them. There are 2 main interactors:

1. **Lever** - which is a basic "on-off" switch that can be toggled to activate **Movers** and unlock **Doors**. It can also sometimes switchback to its initial state after a certain amount of time.
2. **Activator** - which can found usually next to or near the **Doors** that it will unlock. They display in them the colour of the Keys that are needed in order to unlock set **Doors**. This Object is linked to a **Keychain** which is displayed as the 3rd layer of the **Overlay**.

PICK-UPS:

There are a few items floating throughout the different levels then can be picked up, either to regenerate your health or to activate certain objects:

There 3 types of pick-ups:

1. **Keys** - these are linked to **Activators**, and are differentiated by their colour. When a **Key** is picked-up, it is added to a **KeyChain** that is then displayed in the **Overlay**.
2. **Coal** - this can be found in **Outside_2** to activate the **Oven**, they are also displayed in the **Overlay** once picked-up.
3. **Hearts** - these are found throughout some of the Levels. They are used to regenerate 1 Health point and can't be picked up if the player's health is full. They respawn every 7-10 sec once picked-up.

MOVEMENT OBJECTS:

There are 5 different objects that will impact the player's movement:

1. **Mover** - a moving block that will go from one position to an other. These can either be activated using a Signal or remain constantly active.
2. **Ice** - a block that has reduced friction, you thus slide across the ground.
3. **SnowStorm** - this is a wind zone capable of lifting the player and pushing him towards a different direction. It's represented by a series of linear particles in the air.
4. **Ladder** - this works in a very intuitive way, it's a ladder that allows the player to freely control his movement while on it, basically removing gravity in some way.
5. **Jumper** - this works a sort of trampoline that propels the player up by 5 blocks.

ENEMIES:

There are multiple objects in this world that can harm the player and affect his health in a negative way:

1. **Spikes** - these are placed throughout certain levels to limit the player's access to certain surfaces so to push to use the other items implemented in set levels. The **Spikes** do -2.5 health damage to the player on impact and again 3 sec later if he is still colliding or on the next collision.
2. **Mob** - these enemies (also know as "ice blobs") can be found roaming certain levels of the game and are linked with a trigger zone which will make them *Aggressive* if the player enters set zone. The blobs have a total health of 2 and can thus be defeated with 2 **Fireballs**. When their health drops under 0.5 they enter a *Frenzy* mode where they grow bigger and constantly shoot **Snowballs** until their death.
3. **Boss** - this is a variant of the regular **Mob**. It is much more powerful and constantly shoots **Snowballs**, he also spawns a regular **Mob** every 1-3 sec. He has a health of 15 and is 3x bigger than a regular **Mob**.

Levels:

There are 7 levels in the main story of the game, one of which is a cutscene which is basically a fully scripted "cutscene". Each level is separated by a small narration screen which quickly explains the evolution of the story:

1. **Dream** - This is a very linear level used as an Intro to the whole story and a tutorial for the game. (*See Layout1*)
2. **Outside 1** - This is the first of two exterior levels. During this level, the player receives a constant Cold damage and must thus finish the level quickly before he perishes.

Solution: To finish this level the player must activate both torches. To unlock the first doors, the player must retrieve the 3 first keys that can be found in the first section of the level. After that the player must continue by activating the lever hidden behind the 2nd mover and then follow the signs down to recover the 4th Key, enabling him to unlock the **Exit**. (*See Layout2*)

3. **Outside 2** - This second exterior level will confront the player with mobs all while taking cold damage from the environment and will introduce the Boss mob.

Solution: To finish this level the player must first get the Key in the top left corner of the map, after that he must activate the oven by picking up the two bits of coal laying around. Once the oven is on,

the player must go on the platform above the oven and shoot the mobs from there. The trick is to not go into the ravine and to defeat the boss from the top of the oven, because the boss will constantly take damage from an arrow trap located at the entrance of the ravine. Then go back to the oven to recharge your vigour until and repeat until the boss is defeated. (*See Layout3*)

4. **Cave 1** - This is the first of 4 Cave themed puzzle levels, during which the player will no longer take constant cold damage.

Solution: This level has two possible ways to finish it.

The First way would be by taking the *upper route* by going up the ladder located after the spikes in the beginning of the level. After that the player must simply collect the two keys located on the floating platforms above the air streams. Once that is done, he must go to the far right of the level and feed the keys to the activator, thus unlocking the **Exit**.

The second way is by taking the *lower route* by going down the same initial ladder instead of going up. After that the player must turn on the two torches located on the left of the ladder and at the top of one of the movers, after which the **Exit** will be unlocked.

(*See Layout4*)

5. **Cave 2** - This is the second puzzle and is built in a semi linear way.

Solution: The player must first go to the lower part of the map where the **Exit** is located to retrieve a Key. once that is done he must go back up and unlock the jumper using set key to go to the straicase of burnable blocks located above the spawn point. Once there you must retrieve the two keys and ride the air stream up and cross the map (WHILE ACTIVATING ALL TORCHES). Then you must kill both mobs to be able to unlock the path to the **Exit**. (*See Layout5*)

6. **Cave 3** - This is the third puzzle and is built in a more vertical way.

Solution: The player must start by activating the torch near the spawn point and going up the ladder located on his right, then he must go to the upper platform located on the left of the **Exit** to be able to burn the blocks on the neighbouring platform. After that he must jump onto set platform, turn on the torch and retrieve the key to then be able to unlock the small room on the far left of the map. Once unlocked, he must activate both the torch and the lever which



