Slimegeon Month 3

--Controls--
WASD Movement
Mouse Camera
Space Jump
E Possess
Hold E Unpossess
F Lock On
Mouse Wheel Item
C (While Locked On) Switch Targets
Hold TAB Large Map
+ Right Mouse Drag Large Map Pan
+ Mouse Wheel Scroll Large Map Zoom

--As Slime--
Shift Dash

--As Skeleton–
Left Click Shoot Arrow
Right Click Switch Arrow Type
Space + Left Click Shoot Arrow Barrage
Left Shift Dash
Left Click During Dash Shoot Triple Arrows

--As Missile Turtle--
Hold Right Click Charge Missiles
Release Right Click Shoot Missiles to Target
Left Click Shoot Missiles
Left Shift Enter Shell (Become Invincible)

--As Ghoul–
Left Click Punch
Right Click Jump Forward
Right Click (Hold) Ground Slam
Q Rage (Increased Attack Speed)

--As Lich--
Left Click Fireball
Right Click Fire Tornado
Q Void Sphere

--As Necromancer--
Left Click Summon Minions
Right Click Summon Lightning Strike
Spacebar (Hold) Spawn Lightning Beam
Spacebar (Release) Release lightning Beam

--Debug Controls--
0 God Mode
4 Skip to Last Room
5 Spawn Ghoul
6 Spawn Lich

7 Spawn Skeleton
Y Shows Number of Pawns in Level
F Toggle Show FPS
T Toggle Show Collisions
U Activate Debug Camera
M Pause Menu
F1 View Triangles
F2 View No Lighting
F3 View Lighting
F4 View Monochrome

--Minimum Machine Requirements--
OS: Windows 7 or Newer

Processor: 2.4 GHz Dual core

Memory: 2 GB RAM

Graphics: NVIDIA GTX 260 or ATI 4850

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 7 GB available space
RECOMMENDED:
OS: Windows 7 or Newer

Processor: 2.5+ GHz Quad core

Memory: 4 GB RAM

Graphics: NVIDIA GTX 660 or better, ATI 7950 or better

DirectX: Version 9.0c

Network: Broadband Internet connection

Install Size: 1.22 GB

Additional Notes: Gamepad or Controller Recommended

--Game Description--
Slimegeon is a 3D first person roguelike dungeon-crawler game where the player runs through dungeons and possesses defeated enemies to use their abilities and takedown bosses to continue to the next floor. Through the dungeon, the player can level up the unique skill trees for each enemy. The player can also fi nd items that will assist them on their journey. The goal is to take over more and more powerful enemies and stay in your weaker slime form as little as possible.

--Game Objective--
Reach the end of the each room to beat the game.
--Known Issues–
When trying to enter the boss room while possessing, cannot enter the room.
Debug text appears when doing actions as the slime

Lich Boss will sometimes stay in its “weakened” animation state until its special attack