

PLAYER



Has the ability to deal damage with his **sword** via melee and throwing attacks.

He can also create attraction and repulsion forces using his sword's **special power**

RYFT

GAMEPLAY

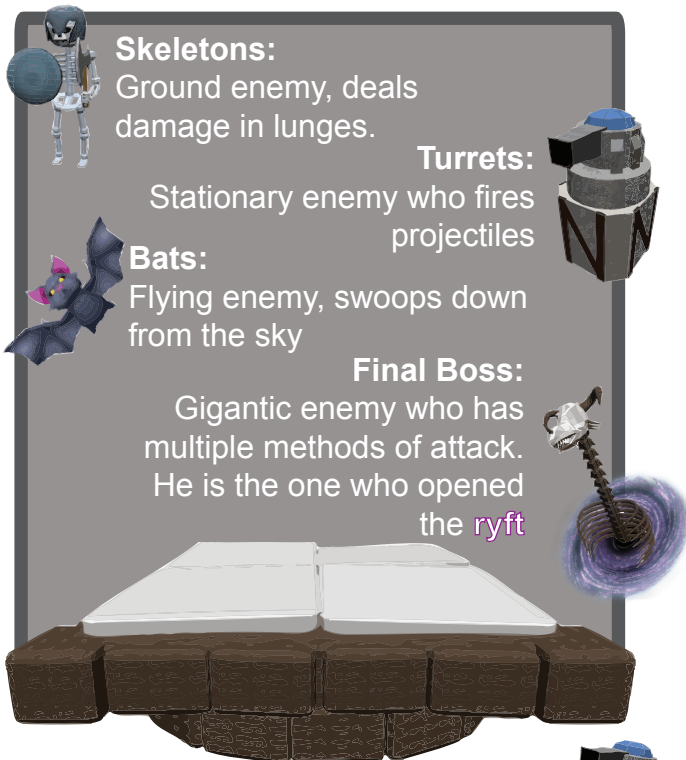
Ryft is a 3D platformer that includes basic melee and range attack mechanics. The goal of the game is to make your way through a series of levels that contain platforming challenges, puzzles, and enemies. The game culminates with a Boss fight that incorporates multiple skills that the player has developed over the story.

CONTROLS

	Player Movement	
	Camera Movement	
	Jump	
	Throw Sword (Hold and Release)	
	Melee	
	Gravity (Hold and Release)	
	Strafe (Hold)	
	Pause	



ENEMIES



Skeletons:

Ground enemy, deals damage in lunges.

Turrets:

Stationary enemy who fires projectiles

Bats:

Flying enemy, swoops down from the sky

Final Boss:

Gigantic enemy who has multiple methods of attack. He is the one who opened the **ryft**

STORY

Ryft is set on the shattered remnants of Earth, shortly after a catastrophic explosion which turned the planet into chunks of orbiting rubble. The player character awakens on one such chunk of debris without much clue as to what just happened. All that is known is that his world, and everything on it, has changed.

Make your way through what is left of your ruined world. Destroy and avoid your enemies and their traps. Reach the center of the **ryft** and destroy what lies there in order to save what is left of your home!

COLLECTABLES

Collect **gems** and **stardust** in order to spend them in the skill tree level!

