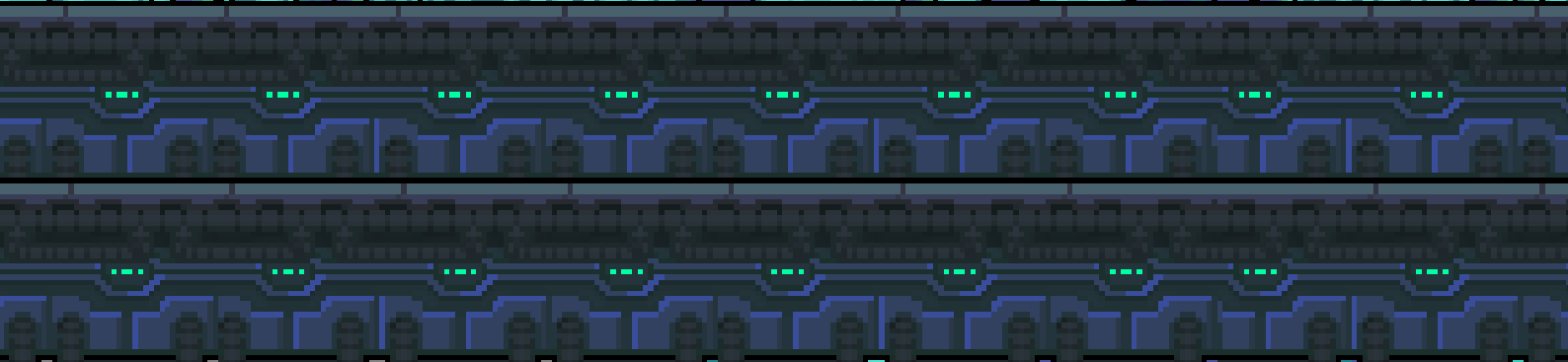


# EPHIALTRAIN

エフィアル



# Instrucciones

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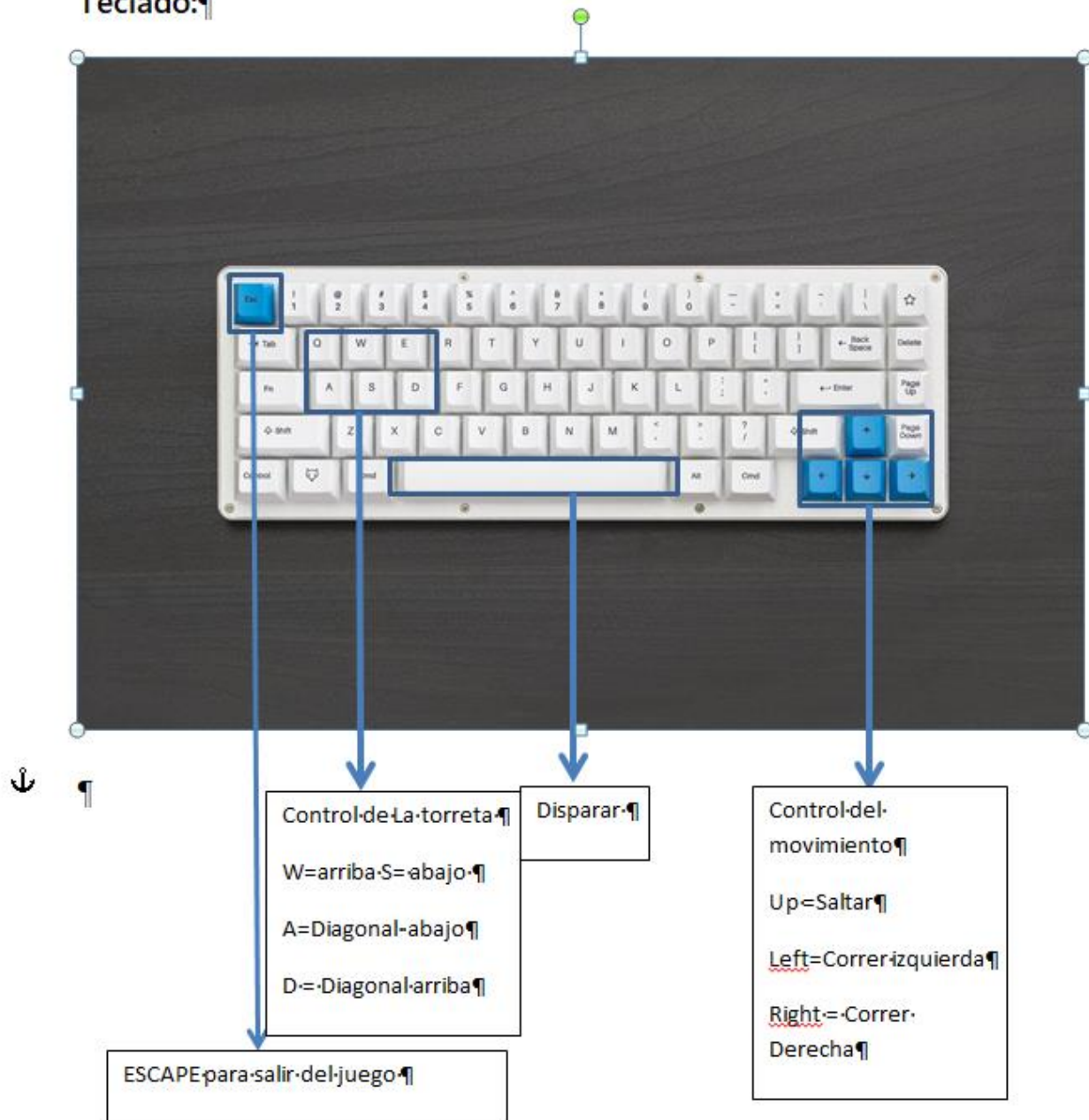
**Instalación:** El archivo es un ejecutable por lo tanto no hace falta instalar nada. Ejecutar y Jugar.

## Gameplay:

### Mando:



## Teclado:



Seleccionar  
(Menu)

## Explicacion : Mecánicas

-Cada ronda la dificultad ira aumentando, si te disparan pierdes una vida, si estas suficiente tiempo sin recibir un impacto, puedes recuperar vida hasta el máximo.

### -Miscelaneo:

-Euskal-Open-Compo : <https://github.com/sophyelord/Euskal-Open-Compo>

The aim of this project is to develop a game to participate in the Open-Game-Compo competition of the 27th year Lan-Party Euskal Encounter(EE27).

Due to the nature of the competition and the time left, we figured it should be an accomplishable short-arcade-like game, without the need of a great workforce or time.

Out of various short game-concepts proposed, we chose the idea of a

Side-Scroller Bullet-Hell Platformer game; Much like Metal-Slug but with some different aspects.

So as to make a challenging game, the idea of enemy synergies was chosen. The game will contain a few enemies, that alone don't pose a threat, but in combination it becomes increasingly more difficult to dodge their projectiles. Therefore as the player moves along and goes through different game phases, it will become increasingly harder until the game is over(once the player dies in-game), at which point your arcade score will pop on screen, inviting you to play again, and break the record.

We want to build a fast-paced, challenging dodge and attack based arcade game.

Summary points:

-Side-Scroller

-Platformer

-Shooting

-Bullet-Hell

-Enemy combinations.