

# Fallout Race Pt.2

## ReadMe

### Walkthrough:

#### Level 1:

Dodge the debris to avoid losing life and move toward the turquoise blue marker on the right side of the room to advance to the next room. Continue until you reach the exit room with the space door half open. Move to the middle of the door to proceed to the next level.

#### Level2:

Move the rocket while maintaining it on the left region of the screen while dodging the asteroids to avoid dying. After about 25 seconds the lunar base and the moon should appear on the right side of the screen. Crash the rocket into the moon to advance to the next level.

#### Level3:

Collect the gun and armor by walking over them and move to the door. Go to the bottom center of the door to move to the next room. In the next room, stay away from the zombies at all times so they do not corner or pin you. Zombies take 5 hits while the boss takes 10 hits before dropping a key. Grab the key to go to the control room. Move to the middle of the control panel to make a final decision in the game to finish playing.

### Resources:

- This game was created using Game Maker Studio 2 - Creator License.
- All sprites for the game were obtained from stock vector images and cliparts from [shutterstock.com](https://www.shutterstock.com) and photoshopped to fit the game description and narrative.
- Game sound effects were downloaded from [freesound.org](https://www.freesound.org).
- The following tutorials were followed on youtube to create the game:
  - [https://www.youtube.com/watch?v=raGK\\_j1NVdE](https://www.youtube.com/watch?v=raGK_j1NVdE)
  - <https://www.youtube.com/watch?v=gGsmFB-IKic>