

Avoidance User Guide

Avoidance is a game in which you control a ball by tilting the phone to avoid approaching enemies and static dangers. The goal is to survive as long as possible. You are also able to jump over obstacles and dangers. There is also power-ups on the board to collect. You get score by each second you stay alive, by killing enemies and picking up power-ups.

What you can do

- Control the ball and avoid enemies and obstacles by tilting the phone!
- View the highscore by pressing the “View Highscore”-button in the menu!
- Jump over enemies and some obstacles to avoid them, by touching the display!
- Kill enemies by landing on them!
- Collect one of several different kinds of power-ups to recieve a powerful short time buff!

What you can not do

- Play this game on a non-android device.
- Associate your name with your high score.
- Play with other players.

Explanation of game objects

The player

The player is a ball with an arrow that points in the direction the player accelerates towards. You can steer the player by tilting the phone. You can also jump by touching the display. When in the air, the player is larger. If you land on an enemy, the enemy dies.



Enemies

There are two types of enemies, normal enemies and quick enemies.

Normal enemies:

Moves towards the player to kill him.



Quick enemies:

Same as normal enemies, but are smaller and have a lower friction. Therefore they can't turn as quickly as normal enemies.



Obstacles

There are a few types of obstacles in the game, all reacting differently when colliding with them.

Pillar

The wall is a basic obstacle. Colliding with it will just knock you back.



Pit

When moving on this obstacle, both enemies and the player dies. Killing enemies using the pit awards extra score.



Spikes

When moving on this obstacle, the player dies! Though enemies can move over it without any trouble.



Power-ups

Picking up a power up gives the player a buff for a short amount of time.

Speed boost

Picking up the speed boost gives the player an increased speed in the direction the player is travelling towards.



Immortality

Picking up the immortality buff grants the player immortality. The player turns into a red color while the buff is active.



Time and Score

You can see the current time you have lived in the top left corner, and the total amount of score which you have managed to collect in the top right corner of the screen.