College boy game

Made by Colle(a)ge boys in 20 hours.

Movement:

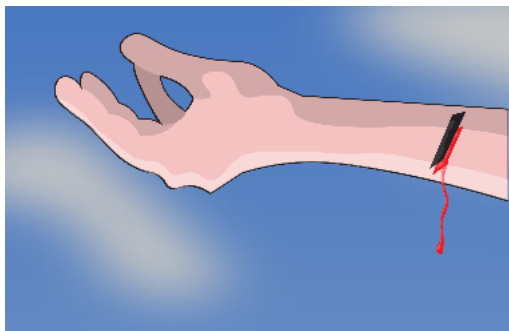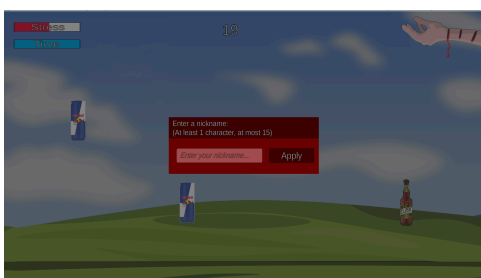Only vertical by keys «W» «S» or «UP» «Down»

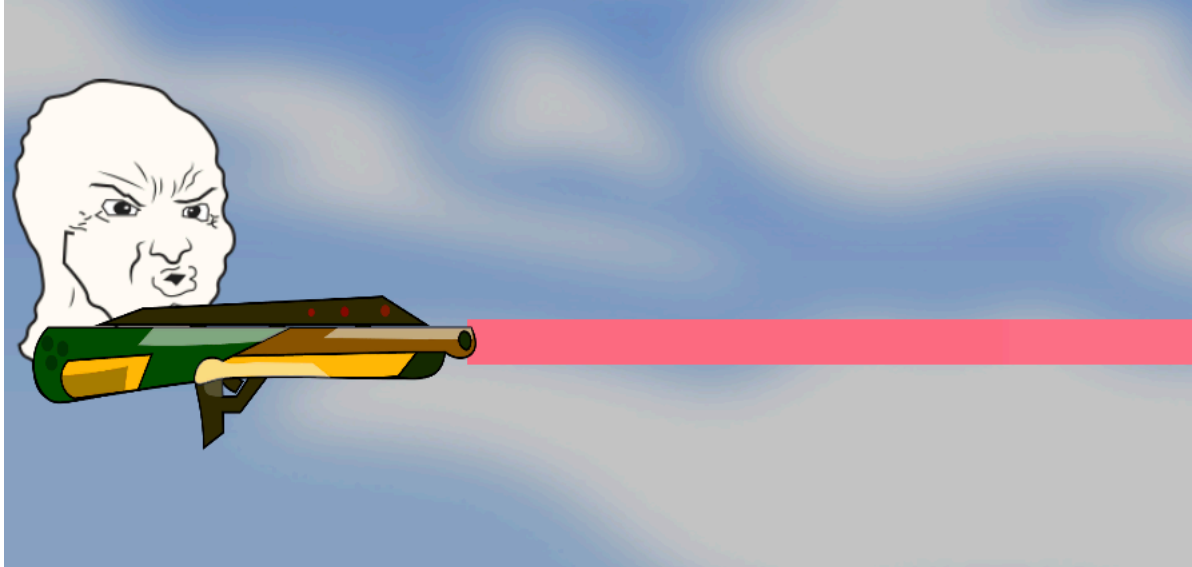Main Values:

- Time

- Stress

Full stress bar may lead to cutting veins:

After receiving 3 cuts - game is over, you literally die

Time is your resource to use, that is, for dramatical purpose, implemented as laser gun.
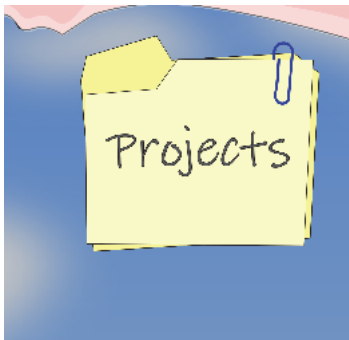

Projectiles:

Project - your main oponent. Needs a lot of time to be destroyed.

If missed - increases stress bar.

If caught - increases stress x3.

Cigaretes:

Takes little time to destroy, reduces stress.

Can't be collected, does nothing if missed.

RedBull:

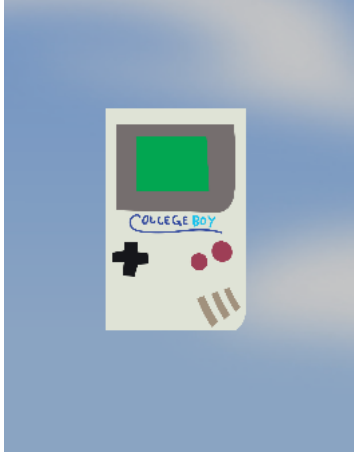Can be only collected, gives time, little stress increase

Beer:

Can be only collected, reduces stress.

Collage boy game boy

Takes time to destroy, extremely reduces stress

After death your nickname is asked and score is added. Scores are saved even after closing game.