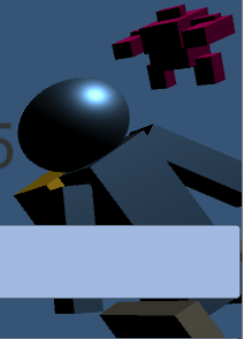ROBOTIC A-MAZEMENT
GAM405 Project
James Byron - No: 1005425

Start Game

Controls/How to Play

Training Stage

Exit Game

GAM405 Project: ROBOTIC A-MAZEMENT
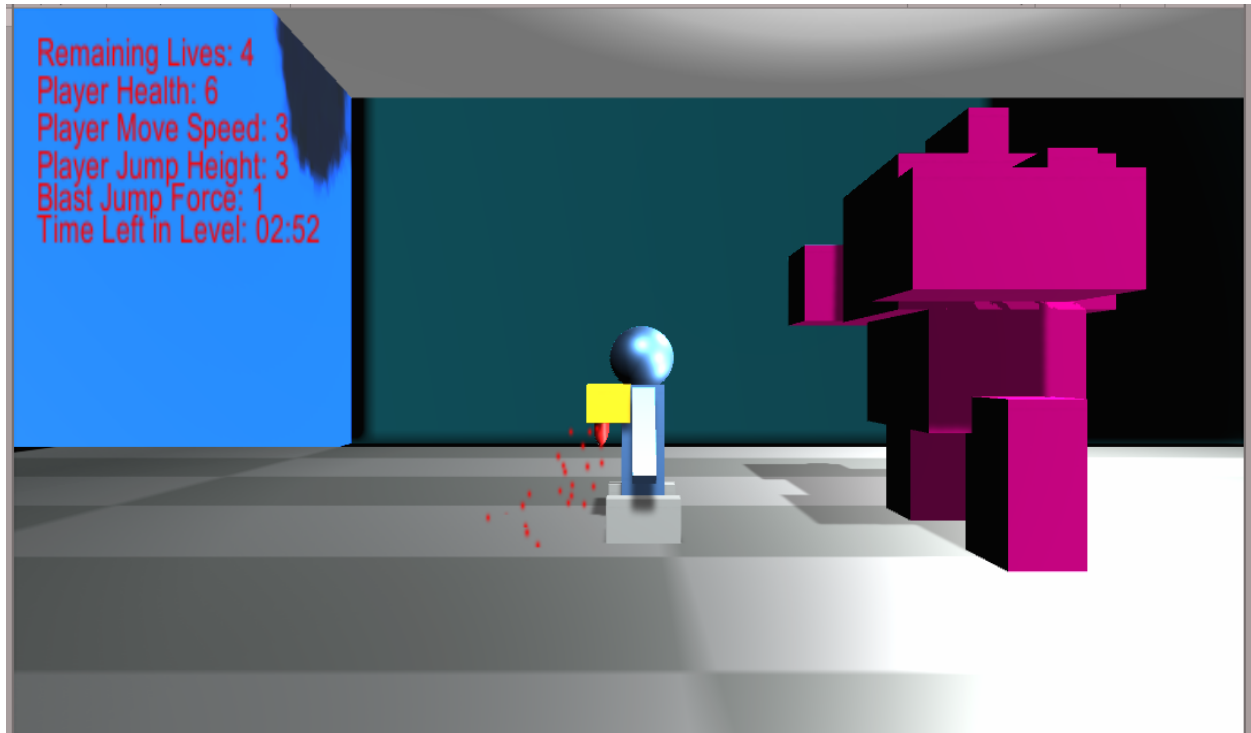
PLOT SUMMARY:
You are the kind-hearted and faithful robot G.O.O.D! This is a Test course designed to test your skills, and the doctors are experimenting with a battery system to power you up! But there are mischievous B.A.D.D.I. Robots who are trying to get in your way by throwing you into an obstacle course! Make your way through the maze and power up with the batteries and your jetpack to make it to the end of the maze!!

MECHANICS | HOW TO PLAY:
The player will have 3:00 minutes to complete the game or it is game over. As G.O.O.D, you have to navigate through the maze using the WASD keys to move forwards, Space Bar to Jump and Q for your trusty Jetback. Along the way there are four types of batteries to collect: Red batteries increase your Blast-off Height, Blue batteries increase your movement speed, Green batteries restore your health and Yellow batteries amplify your jumps!

The nefarious B.A.D.D.I Robots have two models, the Blocksters and the Chucksters. The Blocksters will deal damage when you collide with them, and the Chucksters will throw you up and away with plenty of force! Be careful!

Remaining Lives: 4
Player Health: 6
Player Move Speed: 3
Player Jump Height: 3
Blast Jump Force: 1
Time Left in Level: 02:52

A: Move Left
D: Move Right
Space: Jump
Q: Blast-off
Escape: Return to Main Menu

How To Play The Game
Collect Batteries to power up Stats
Reach the goal in less than 3 Minutes
Warning: Don't Power up too much!

Red Batteries: Throw and Blastoff Distance
Green Batteries: Health
Blue Batteries: Movement speed
Yellow Batteries: Jump height.

Pink B.A.D.D.I Enemies deal damage to health
Grey B.A.D.D.I Enemies will throw you far away
Spikes will reduce a life.

HOW TO BUILD.:
Go to the FileMenu in Unity, and hit the Build option.
Select the location you wish to build the game to, and it will (hopefully) make an .exe file.
Alternatively you can play the game in the Unity window with the Play Button on any scene.