***Phazed***

***Overview:***

* ***Number of Players:*** *1-player*
* ***Length:*** *30 minutes - 1 hour*
* ***Theme:*** *Blind robot traversing through hard paths with faith in the player to go the correct way.*
* ***Goal:*** *Help the robot traverse through stages to collect batteries to keep his charge up until he finds his eyes.*
* ***Format:*** *Digital*
* ***Type:*** *2D platformer/puzzle game.*
* ***Style:*** *Independent*

***Controls:***

* ***Movement:*** *The player is unable to dictate the robot’s movements. Instead, the robot will move in a straight line until it reaches a wall, where it will turn around and continue moving.*
* ***Left-Click:*** *Click on interactive components to interact with them. For example, clicking on an inactive teleporter will activate it.*
* ***P or Alt:*** *Pause the game while in a level*
* ***R:*** *Restart the current level*
* ***Shift:*** *Hold shift to speed up the movement of your robot and falling objects. Release to return back to normal speed.*

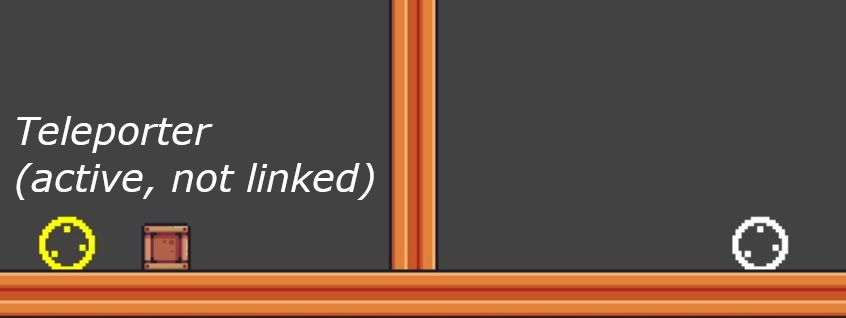
***Components:***

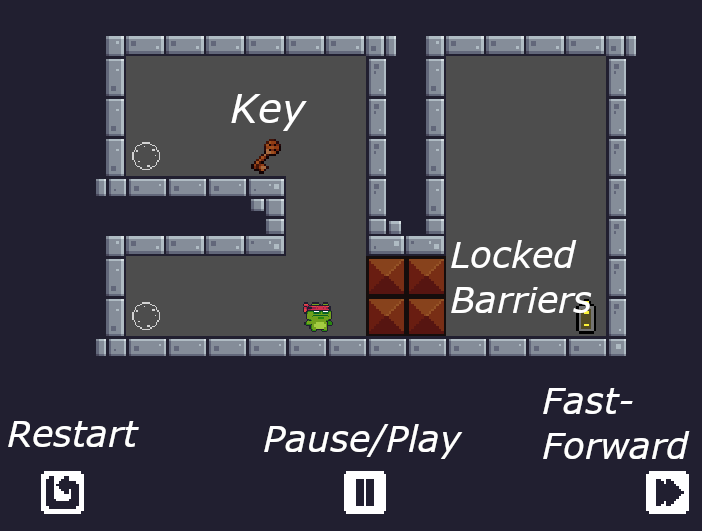
* ***Teleporters:*** *Teleporters appear as pulsing circles. The player can activate and deactivate teleporters by clicking on them. When 2 teleporters are active, they become linked and will attempt to transport any object that enters to their counterpart. Teleporters will deactivate once used; however, they have unlimited uses and can be reactivated by clicking on them again. The state of each teleporter is indicated by its color; inactive teleporters are white, active but unlinked teleporters are yellow, and active and linked teleporters are green. If both linked teleporters have an item inside of them at the same time, the items will swap places.*
* ***Boxes/Crates:*** *These are moveable objects in the stage that the player can use to assist with traversing through the stage. These can be sent through the teleporter.*
* ***Buttons:*** *Buttons are one-time interactable components that the robot must run into in order to activate it. Remains activated indefinitely. (Not implemented yet)*
* ***Pressure Plates:*** *These are interactable components that will be on the floor. Activates when weight is applied to it. Deactivates when weight is no longer applied. (Not implemented yet)*
* ***Gravity:*** *Gravity exists, you and other objects will fall from heights.*
* ***Battery:*** *The end goal of each stage in order to progress to the next stage.*
* ***Robot Eyes:*** *This can be the final goal in the last stage (Not implemented yet)*
* ***Spikes:*** *Beware of spikes, for your robot will be destroyed if they touch them. (Not implemented yet)*
* ***Keys:*** *These can unlock different areas for your robot to navigate towards*
* ***Switches:*** *These toggle on and off platforms and walls for your robot to navigate through. (Not implemented yet)*
* ***Gravity Switch:*** *These switches flip the direction of the gravity. You and other objects will fall in that flipped direction! (Functional, but not included in prototype)*
* ***Wrapped-Around Map:*** *You and other objects can leave the map on one side and end up on the opposite side! (Functional, but not included in prototype)*

***Instructions:***

* *Guide the robot through each stage before its battery runs out of charge while avoiding obstacles.*
* *Since you cannot directly control the robot, you must help indirectly by using interactive components throughout the stages.*
* *You win if you guide the robot through all stages and help him recover his eyes. Be careful, if the robot runs out of charge or gets destroyed, you lose and have to retry the level.*
* *Begin by pressing the play button on the main menu. You can quit by pressing exit.*
* *Once a level starts, the robot will wait until a button is pressed or a click occurs before it starts moving.*
* *The game can be paused by pressing the pause button or using a keyboard shortcut (see Controls). Resume the game by pressing pause again. Teleporters can still be interacted with while the game is paused.*

***Examples:***

******

******

******