**DESCRIPTION**

**Maybe the story of the game + how to play instructions**

1. **Background Story**

**Because of the accelerated desertification, there was a serious energy crisis on the entire earth. All of the nations was rely on the nuclear power generations. On the other hand, there was an emerge of the new radical religion "*The Tower of Babel*". They asserted this climate change is the divine punishment, so we have to give up and accept the end of the world. They vandalized all of the nuclear plants. The only one nuclear plant now is on the moon surface. It has facilities to generate energy and send it back to the earth. But the communication to the base has been lost for unknown reasons few months ago. You are the only hope for the human race. Activate the plant and save earth!**

**Controls:**

**Arrow keys or WASD to move the Player**

**Items:**

**Battery: Used by the player to open doors (not implemented)** Graphical user interface, application

Description automatically generated

**Key card: Used by the player in order to progress to a certain stage** Icon

Description automatically generated

**End of stage : Used as a condition to progress to the next level**![A picture containing shape

Description automatically generated]()