

Game Documentation

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I. HOW TO PLAY

A. Controls

- p ; "pauses the game"
- i ; "moves the player position one step upwards"
- k ; "moves the player position one step downwards"
- j ; "moves the player position one step to the left"
- l ; "moves the player position one step to the right"

B. Goal of the game

- 1) To hunt the other "*" before it moves.
 - a) If you make it to its position before it moves, you get a point. The position of the score then changes.
 - b) If you are unable to do not make it to the its position before the time runs out, then it will move and the number of tries will be reduced by one.
 - c) Once you have missed to catch it 10 times; the game will end.

C. System overview

