

Escape

User Manual

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1 Objective

Held captive in a poorly constructed cell, your goal is to escape! Your performance will be monitored by the installation of cameras. Your progress will be stalled by sentries and guards

2 Controls

Key	Action
'A' & 'D'	Move (left and right)
'E'	Use (perform action)
'SPACE'	Jump
'Q'	Walk modifier, move at half speed

Controls can be modified and saved in a file called 'controls.txt'.

3 Debugging

‘Escape’ supports a small handful of command line arguments to assist with debugging.

Flag	Effect
“-l=level”	Loads ‘level’ instead of the main menu.
“-v”	Draws red bounding volumes used for collision detection.
“-b”	Draws green boxes showing the size of objects.
“-p”	Draws the paths of moving platforms.