

Ice Age Maze Escape Player's Guide

CS4303 Video Games Final Game Practical

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Objective & Scoring

You, as the player, are tasked with surviving the early stages of the Ice Age for as long as you possibly can. With temperatures continuously plummeting, it's your job to try and successfully navigate mazes to collect as many trophies as possible, as collecting these trophies is the only way to move on to the next stage. However, you must be careful because there are many dangers to look out for. Firstly, your health continuously decreases at a certain rate in the freezing temperatures. As the temperature drops, this rate of health decrease will ramp up, leaving you with less time to try and navigate through the mazes! The only way to regain some of your health in the maze is to try and find snacks located throughout each maze that can supply you with some energy! Secondly, you must be careful to avoid hitting the walls of the maze as this will also slightly damage your health. However, as the temperature drops, ice will begin to form, and the ground will become more and more slippery and tricky to navigate with each degree below zero. Thirdly, there are enemies looking to attack and hunt you down in each maze. These enemies come from an opposing tribe, and you must either avoid them or take them out with rocks that you pick up along the way, or you risk further damage to your health.

Thankfully, there are also plenty of items to help you with your journey throughout the mazes. If items are gem-protected, you may try to find magical gems that will grant you the power to collect these gem-protected items. There are also two types of power-up located throughout the mazes that can grant you special powers. You must be wise though, as you can only carry 3 of these items at any one time in your inventory.

The objective of the game is to try and collect as many trophies and points as possible while surviving for as long as possible. Points are handed out for collecting trophies and destroying enemies.

- Players receive 10 points for destroying each enemy.
- Players receive 100 points for collecting each trophy

If a player collects a trophy within a maze, a new level with a colder temperature and its accompanying maze is procedurally generated. When a player loses all their health, the game ends.

Hopefully you can successfully conjure up an Ice Age Maze Escape!

Controls

Main Menu

Space Bar = Start a New Game

Key '1' = Go to Game Controls

Controls Screen

Key '1' = Go to Main Menu

During Gameplay

Up Arrow = Move Player Up

Down Arrow = Move Player Down

Left Arrow = Move Player Left

Right Arrow = Move Player Right

Key 'w' = Throw Rock Projectile Up

Key 's' = Throw Rock Projectile Down

Key 'a' = Throw Rock Projectile Left

Key 'd' = Throw Rock Projectile Right

Key '1' = Activate Inventory Item in Slot 1

Key '2' = Activate Inventory Item in Slot 2

Key '3' = Activate Inventory Item in Slot 3

Game Summary Screen

Space Bar = Continue Game

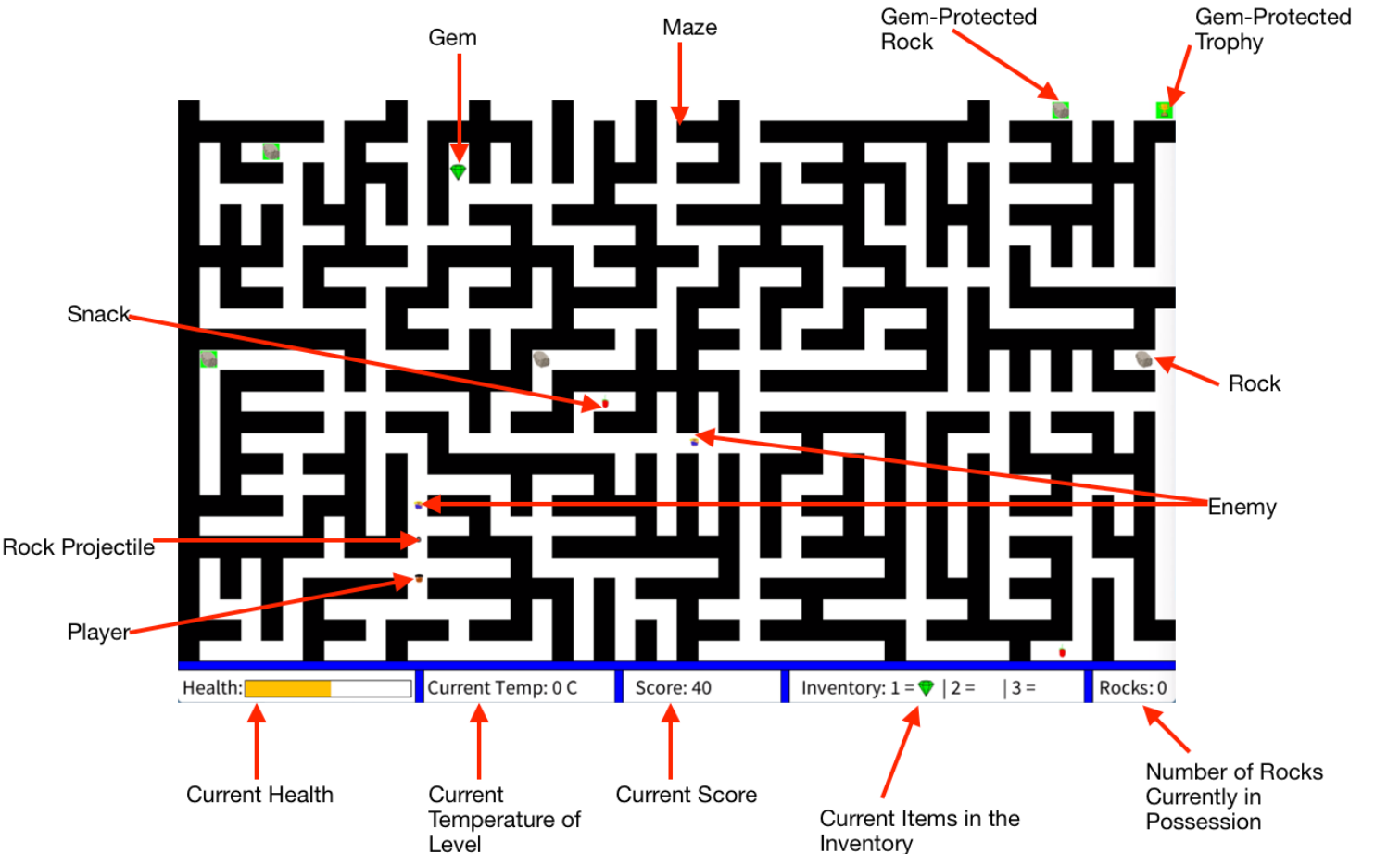
Key '1' = Go to Main Menu

Game Over Screen

Space Bar = Start a New Game

Key '1' = Go to Main Menu

Gameplay Screen



Game Characters & Objects

Player



This is the character you are playing as! The player can move with the arrow keys, throw rock projectiles with the 'w', 's', 'a', and 'd' keys, and activate inventory items with the '1', '2', and '3' keys. Keep an eye on the health bar of this character!

Enemy



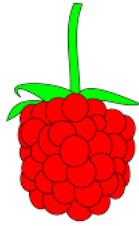
These characters are enemy characters that attack the player. If a player touches them, the player will lose some health. If a single rock projectile contacts these enemies, it is enough to cause lethal damage. These enemies start off by wandering in a 'exploratory' mode where they are looking for you! Once they sense that you are nearby, they switch to attack mode where they then chase you down and attack. 10 points are awarded to the player every time one of these enemies is destroyed. It cannot be predicted how many enemies will be present in each maze.

Trophy



These objects must be collected by the player for the player to progress to the next maze. Typically, they are located far away from the player's starting position.

Snack



These objects boost the player's health by a fixed amount. They are crucial items that must be collected by the player if they are to stay alive and progress through the mazes.

Rock Weapon



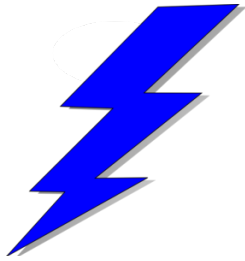
These objects can be picked up and then later thrown at enemies to cause lethal damage. A maximum of 5 rocks can be carried by the player at any time.

Enemy Power-Up



These objects sometimes appear in the maze. They can be picked up by the player and added to their inventory, only if there is enough space in the inventory. When activated, this power-up instantly kills any enemies present in the player's current maze.

Path Power-Up



These objects sometimes appear in the maze. They can be picked up by the player and added to their inventory, only if there is enough space in the inventory. When activated, this power-up temporarily highlights the correct path through the maze from the player's location to the trophy for 5 seconds.

Gem



These objects can be picked up by the player and added to their inventory, only if there is enough space in the inventory. When activated, they grant the player 3 seconds of gem power, which allows players to interact with and pick up gem-protected objects.

Gem-Protected Trophy



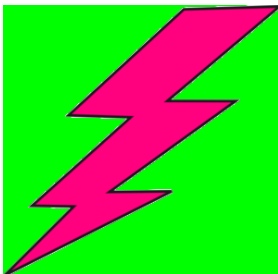
These objects are the same as trophies, except they are gem-protected. This means players can only collect them if they are equipped with gem power. Note that when a gem-protected trophy is present, it's especially important for players to always make sure they have access to a gem to use gem power, or else they will be stranded in their current maze.

Gem-Protected Rock Weapon



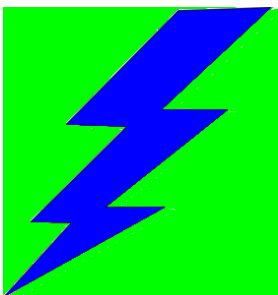
These objects are the same as rock weapons, except they are gem-protected. This means players can only collect them if they are equipped with gem power.

Gem-Protected Enemy Power-Up



These objects are the same as enemy power-ups, except they are gem-protected. This means players can only collect them if they are equipped with gem power.

Gem-Protected Path Power-Up



These objects are the same as path power-ups, except they are gem-protected. This means players can only collect them if they are equipped with gem power.