

Audience: Web / Flash game audience

How Long?: 10 or so levels, each level should not take more than 10 minutes (as an extreme upper bound)

Puzzle: How can I mow this lawn with no repeat tiles and avoiding obstacles such as rocks or moving obstacles like pets/people

The lawns/levels will each feature different setups of unmowed grass and obstacles and paths.

Medium Specific Requirements:

Mechanics

Can only mow grass once

Patios can be crossed an infinite number of times

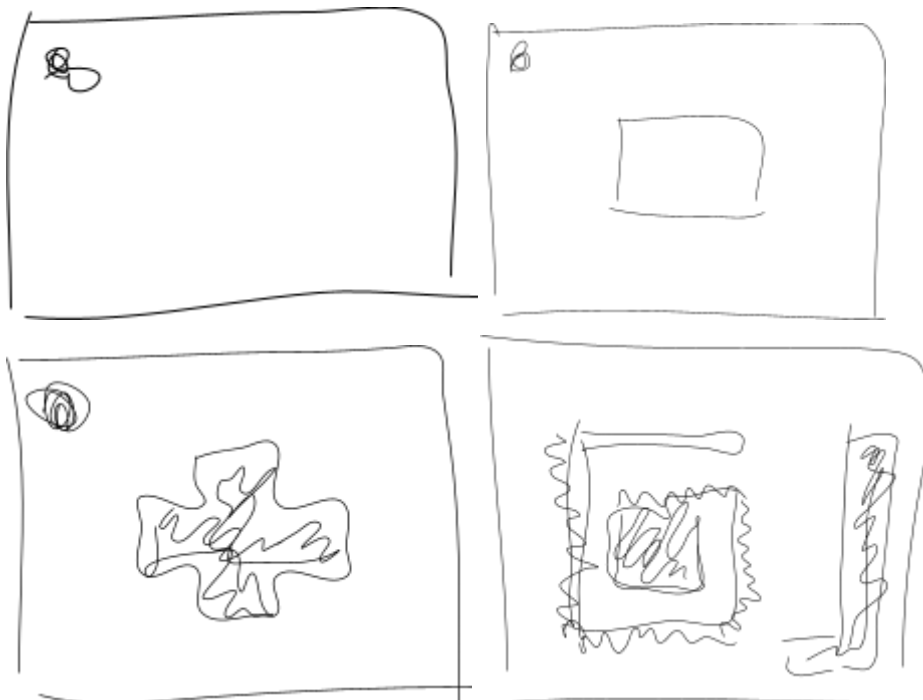
Grass that needs to be mown twice

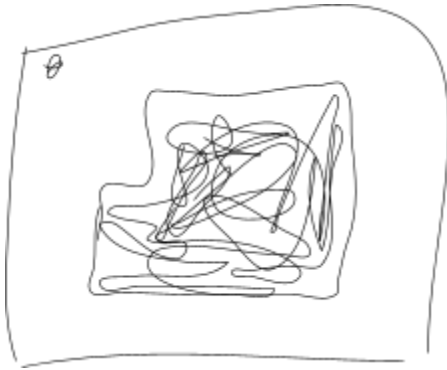
Dog that moves across screen every time you move

Press R to restart the game (no losing but sticking), press Z to undo the last move

Level Design Examples

Levels start simple with basic square lawns, then progress to harder shapes to complete and including obstacles (possibly moving if time to implement)





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