

Escape Engines - Documentation

About

Escape Engines is a platformer game developed as part of the preliminary project of the [Digital Games Design and Development course](#)

Escape Engines, based on the Lemmings game, features the escape journey of small lemmings. To successfully escape, they must acquire the powers of engineering, toggling engines, or even shaping themselves to fit in the environment!

Installation

Installation is not required. Instead, follow the steps below:


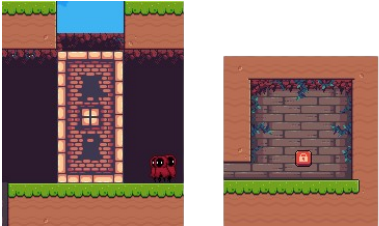


- **1.** Locate the `DDJD-PP-G06-Escape_Engines-game.zip` file and extract its contents.
- **2.** Depending on the operating system, follow one of the following steps
 - **2.1 Windows**
 - ◦ Double click on the `Escape_Engines.exe` file to run the game.
 - **2.2 Linux**
 - ◦ Open a terminal and execute `./escape_engines`

How to play







Goal



The hoodies will be spawned in a defined spot in the map. The goal is to lead them to the exit, using the available power-ups to clear their path.

Map Features

Image	Name	Description
	Exit	This is where you should lead the hoodied characters to.
	Electric Platfrom / Button	When fixed, the button will trigger the movement of the respective eletric platform.
	Gear / Activation Platform	A gear will remain still until the activation platform is triggered.
	Sensor	If the sensors detects the passage of N hoodies, it closes the area, denying any further passage.

Powerups

Ability	Effect	Description
		Use the power of the electricity near a locked button to move the respective Eletric Platform .
		Only those with this power-up standing on an Activation Platform can trigger the rotation of a Gear .
		Reduce your size to fit in tight spots.

Ability	Effect	Description
		Get bigger to cross over gaps in the map.

Controls

Using only your mouse, select a power-up to apply it to a given lemming. Only 1 power-up can be assigned to a given lemming at a time!

Other controls include:

Key	Action
R	Restart the level
P	Pause the game

Credits/Resources

[Hooded Protagonist Sprites](#) - the sprites for the main characters

[Wastelands Tileset](#) - tileset for the cave side of the level

[Pixel Adventure Tileset](#) - used for the floor and walls of the level

[Kings and Pigs Tileset](#) - used for the eletric platforms

[Sky with clouds](#) - used for the sky

[Pixel Portal SpriteSheet](#) - sprite sheet for both the spawn and exit animations

Group Members

Name	Contact
Carlos Veríssimo	up201907716@up.pt
Nuno Jesus	up20190547@up.pt