**SHADOW TUKA HANDBOOK**

# **Graphics:**

* The Player character is now me (Tuka). Open and close mouth *only* when there is input.
* Different background images for different screens/levels.
* Ghosts now have eyes looking in their moving directions.
  + New ghost: **Shadow Tuka**. Dark evil version of the player (Dark Link from The Legend of Zelda reference). Faster than player’s speed. Encountered in Level 2.
* Dots are M&Ms with randomly chosen colours.
* Use the Source Sans Pro font for some screens (Unimelb-inspired)

# **Gameplay mechanics:**

* Timer: a level must be completed before the timer runs out (**60 seconds**).
* Reach the target score (shown at top left next to player’s score) to win a level.
* Retry: play again after winning/losing a game. Press space to return to title screen.
* Cheat codes:
  + Inputs during the TITLE SCREEN to skip to higher levels are “passwords”.
  + Passwords are shown after completing a level.
  + To skip to level 1, hold down “*TUKA*” (hold down the 4 letters).
  + To skip to level 2, hold down “*MANK*” (hold down the 4 letters).
* High score system:
  + Show total final score of each playthrough.
  + Save high score out of all playthroughs.
  + Show a *crown* when highest score possible is achieved (only by winning all 3 levels in a row without using cheat codes).
* Add **respawning time** for Player and Ghost before resetting positions.

# **New Items:**

* Level 0:
  + **Bomb**: temporarily kill all ghosts on the screen.
  + **Shield**: protection against one collision (do not have to wait for respawning time).
* Level 1:
  + **Pizza**: get one extra life.
  + **Super Star**: enter Frenzy Mode.
* Level 2:
  + “**The World**”: ability to freeze time for 5 seconds (JoJo reference).
    - Timer will stop counting down.
    - Ghosts will stop moving, but colliding with them will still decrease a life.