OBJECTIVE

Achieve the highest score possible by the end of song.
- *Dodge, weave and jump through the obstacles*
- *Collect boosts to increase your speed and score multiplier*

OBSTACLES

Make sure you dodge as many of these as possible. Hitting an obstacle will cause a dip in score and slow your character down.

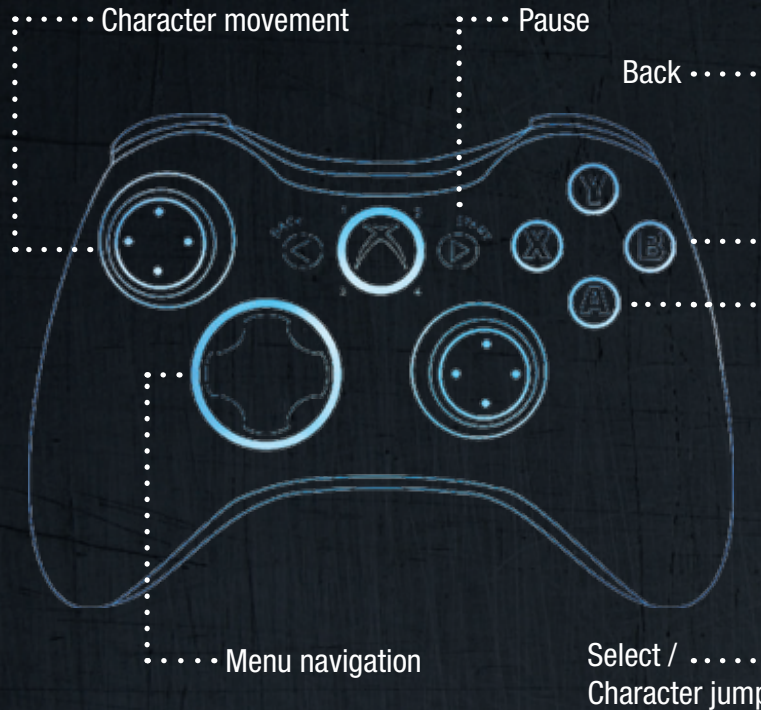*Remember, they come in many shapes and sizes.*

BOOSTS AND SCORE

Your score is tracked in the top left corner of the screen. But keep your eyes on the road, you wouldn't want to miss out on any boosts!

Remember, they're the glowing buttons on the floor.

CONTROLS

Character movement

Pause

Back

Menu navigation

Select /
Character jump

CREDITS

INSTITUTIONS:
University of Toronto & OCAD University

OCADU

FERNANDO LUIS TORRES PASCUAL
- Character Modeler/Concept Artist

HUGH ROWLAND
- 3D Modeler/Graphic Design

KALYN TEELING
- Graphic Design/Concept Artist

U OF T

GUIDO AUGUSTO FARIA PEREIRA
- Developer

PHILIPPE CÉSAR RAMOS
- Developer/Software Engineer

TALES MARIANO
- Developer

DODGE THE OBSTACLES
AND ENGAGE WITH THE
RHYTHM OF THE MUSIC TO
SURVIVE...
AND SUCCEED IN THIS
MUSICAL WORLD.

FLEE
a Roller Rhythm Game
created by Team Dream Catcher
in conjunction with OCADU and UofT

FLEE