FIT2097\_A1\_README\_Yat Yin Sarah Yeung

**How to play**

* Reach to the end point to win.
* Die if fell onto the pit trap.
* Die if health /water /food level reach 0.
* Walks into the pickups could recover your health, food or water level.
* Turn on the switch to activate the bridge.
* Some of the switches are lock, they need a key to unlock.
* Click on to the item to interact with them. Messages are shown at the top left coner on screen.

**Working Parts**

1. Die if fell onto the pit trap.
2. Die if health /water /food level reach 0. (I changed the starting health to 30 for demo)
3. Pause by press p.
4. Lock Switch and Normal Switch.
5. Bridge activated.
6. Trace function show name, description and how to interact on the screen.
7. Pickup to increase player’s food (green), water (blue) and health level (red).
8. Win for reaching the end point.
9. Start Screen, Pause Screen and End Screen displayed at the appropriate times.

**Parts Don't Have**

1. The only item can show in the inventory is the key, no more other item.

**Walkthrough**

1. The first switch doesn’t have a key. Can be activated straight away.
2. Bridge appears after the switch activated.
3. The switch on the platform on your right need a key to unlock.
4. Cross over the thin wooden bridge, and get the key by pressing ‘E’
5. Go back and activate switch 2
6. Bridge 2 appeared
7. Cross over the bridge and reach the end point to win