Independent Project, Winters'22

Game Name : Save the mouse

Developers : Kunal Anand (2018293), Shaney Waris (2018308)

Platform : Android

Engine : Godot

Plot : A mouse has to save his friend who gets trapped by a chef. The mouse has to solve the puzzle wheel to reach his friend and save her to prove his friendship.

Type : Single Player

No of Levels : 3

Level Description :
1. <u>Level 1</u>: Reach the friend which is at the center of the circular wheel to save him.
2. <u>Level 2</u>: Chef has put mouse traps inside the wheel at various points. Mouse will get **5** lives. Mouse has to reach his friend while avoiding the traps to save her.
3. <u>Level 3</u>: This time, chef has planted bombs which gets activated as soon as mouse pulls the lever for opening the gate. Mouse will get 10 seconds to enter the gate. If the mouse fails to enter within 10 seconds, the mouse will loose his life because of bomb blast. Mouse has to open the gates to make a path to reach his friend and save her.

How to play :
1. This is a single hand designed game where the player has to touch the screen in order to make the mouse jump. The longer the player taps the screen, the higher the mouse will jump.
2. The player can tap anywhere on the screen to jump the mouse.

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