Tips:

Do not open the game with Google Chrome (Mozilla Firefox is the only web browser we used and checked)

Set the sound ON, the game is very sound-based.

You can find the instructions of the game directly on the page. (you can switch language to french)

Some minor bugs might rise when starting the game again without reloading the whole page.

Code notice:

The file «element.js» contains the biggest part of what is displayed on the screen

The files «event.js» and «organize.js» are used to synchronize the elements, mostly

The file «soundEffect.js» is kind of intesresting, it handles all the sounds of the page

Other files are classes. The most interesting is probably «monster.js» and it's sort of small IA which is well explained in the code.

Game tips:

The green dot represents the player, so you must avoid the monster goes in its room.

When the monster destroys a generator, if all your energy load are in use, all the locked will be unlocked and you will get back the amount of energy load you had minus one.

If you wish to lock a door whereas you do not have energy load you must first unlock one door

Bugs that might happen:

Sometimes the monster might break a door whereas it is not supposed to do so. (This is kind of rare although)

When you start a new game without reloading the page some things might not be displayed, or not displayed as expected, however we did our best to avoid it as much as possible (if we had more time we could complete that)

The animations of the lobby and levels costs a lot of ressources so if your PC is not enought powerful you might experience some freezes.

If too much sound effects are played in same time you will be alerted and you will have to stop activating too much sounds, that makes the game freezing and might break things. The only way that happens is to shake your cursor on the level page, so just don't do it

Cookies are not kept in the browser memory, this might be because the web site is not hosted, actually we don't know the exact reason. But the language and the fact you are banned from the game should be stored in cookies.