## **Tutorial**

**Goal:** Eat other creatures, grow up to eat stronger creatures, and gain score and satiate hunger.

**Control:** Use **W A S D** keys to control the character movements and use the **mouse** to control the direction of the spotlight.

**Buff:**

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| --- | --- |
| **Icon** | **Effect** |
|  | Speed: Increase player's movement speed. |
|  | Slow: Reduce player's movement speed. |
|  | Brightness: Increase screen brightness. |
|  | Point x 2: Double the multiplier for the score. |
|  | Barrier: Once, Gain immunity from being eaten by other bigger monsters and bombs. |
|  | Glutton: Gain tremendously amount of fullness, but also increase a hunger consumption rate by double. |

**Summary:** The Player will start at state 1, the player has to eat other living things to increase the growth bar while avoiding the obstacles which are the higher level creatures. If the player collides with them, the player will be eaten and the game is over. When the player’s state increases, the player will be able to eat the higher level creatures that give higher scores and fullness. But the player has to be more careful. During the game there will be various buffs and debuffs, when the player eats them, the player will also receive the status based on that buff or debuff type.

**UI Description**