

Title of the Game: Lice n' Dice

Author: Gerard V. Ambrocio



Description: A simple game where 2 players aim to catch as much lice as they can.

Mechanics: Each player can go in any direction of the screen and guide their sprite to reach the lice where its position will be randomly generated. The player will score points for each caught louse and the first person to reach the goal wins.

Instructions: The game starts in opposite sides of the interface; the players will use arrow keys in their keyboard to navigate their sprite which is a hand icon. The randomly generated lice will be the target for the players, the players must reach the lice first to score points. Players may go through the walls and strategize how to catch the lice first. The player's and their enemy's score are shown at the bottom of the screen. The first player to reach the designated number of lice in this case is 50, will win.