

This game is a platformer, and will have general platforming mechanics with some shooting elements. Your objective is to reach the white ORB at the end of the level. To reach the ORB, you may have to open gates, navigate moving platforms, and fight enemies. Good luck!

#### Controls:

Mouse - Aim

Left Click - Shoot

A - Move Left

D - Move Right

Space - Jump

Esc - Restart Level

H - CHEAT: Set Health to 999

#### Mechanics:

- Player: The player is the blue bean. The player is able to move right and left, jump, and shoot bullets. The gun rotates based on where the player is aiming. (Note: The gun barrel itself will have no collision and clip into things so it can be rotated freely.)
- Enemies: The enemies are represented as red beans. They can move and shoot, but cannot jump or leave their platforms. They will become hostile and track the player if the player gets too close. They will stop being hostile if the player moves far enough away.
- HP: The player has 5 HP, and the Enemies each have 2 HP. Getting hit by a bullet takes away 1 HP. An entity that loses all their HP dies.
- Shooting: The player and enemies can shoot bullets. These bullets ignore gravity and are destroyed upon impact with objects. Both the player and enemies have cooldown timers to avoid spamming. The player is able to shoot enemy bullets out of the air.
- Platforms: The player can jump onto and off the black platforms. There are also moving platforms that regularly move between two positions.
- Wall Climbing: The player can cling to and jump off of brown walls. To climb, the player makes jumps up the wall. (Note: To climb up while clinging to the wall, make sure you move away from the wall first using A/D before jumping.)

- Gates: There are three color-coded laser gates that function as solid walls until opened. Each gate can be opened by shooting the button with a matching color. The player touching a button is not enough to activate a gate.
- Scoring: The player gains points by killing enemies and opening gates. The player loses points whenever they are hit by a bullet. Audio plays when the player gains or loses points. Score completely resets when the level is restarted.
- The Pit: There is a kill box at the bottom of the map that will kill the player if they fall out of the map. The player can fall through this trigger.
- Victory: The player must touch (collide) with the large white orb in the top left corner to win.
- Death: The player dies when they reach 0 HP, or when they fall out of the map. This is equivalent to losing the game.

#### Notes:

- If you are unable to make wall climbing work while clinging to the wall, make sure that you are holding a directional key *away* from the wall before jumping up.
- The enemy aggro system is not entirely based on line of sight - there may be enemies that can clearly see you, but are not shooting at you. This is intentional. As well, their horizontal aggro distance is larger than their vertical aggro distance. (If you want to see their aggro trigger, click on an Enemy in the editor and see its trigger box collider.)
- Enemies should not be able to fall off platforms, even if the player is pushing them. They should be able to still shoot the player while the player is pushing them. This is because there are invisible Barrier objects that enemies collide with, but nothing else.
- There are some unorthodox strategies (“cheese”) that work in the level, including sniping deaggroed enemies from specific angles. There is also at least one instance of clever platforming that can be used, but any platforming tricks should not cause serious sequence breaks (winning the game without activating all gates).
- On the victory screen, most player and enemy actions are disabled to prevent the game from reaching unintended states. The level will not automatically reset after a victory, and the player can look at the victory screen for as long as they want.
- On the death screen, player actions are disabled, but enemies can still shoot at the dead player, although this should not affect score. The level will automatically reset after a short delay.
- On both victory and death screens, the player should be able to manually reload the level.
- There is an HP cheat that can be activated for testing purposes, or in case combat is too difficult. The cheat will not protect the player from falling off the map and dying. Yes, the score can get very negative if the player keeps getting hit with this cheat on.