Story Boarding

1

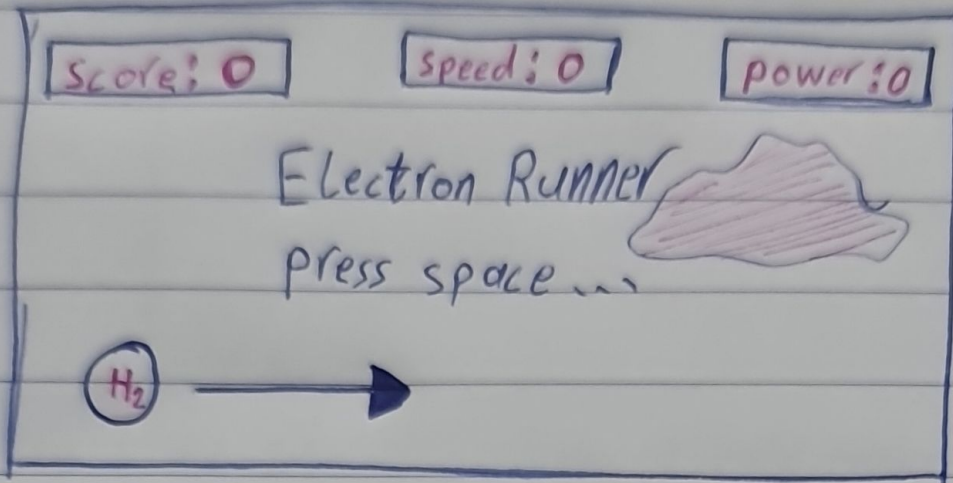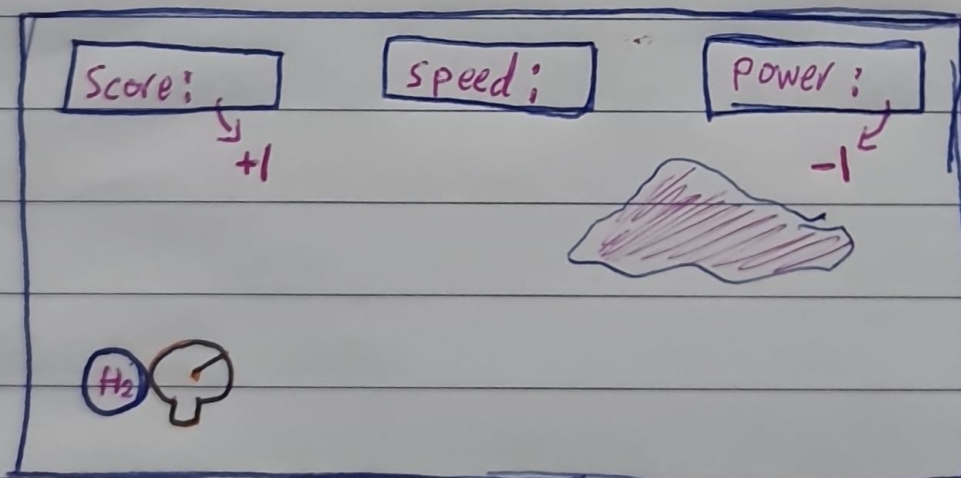| Score: 0 | Speed: 0 | power: 0 |

Electron Runner

press space...

H_2 →

This is the start screen, it appears when you press to start the game, the main character is H_2 molecule and the score, speed and power are initially zeroes
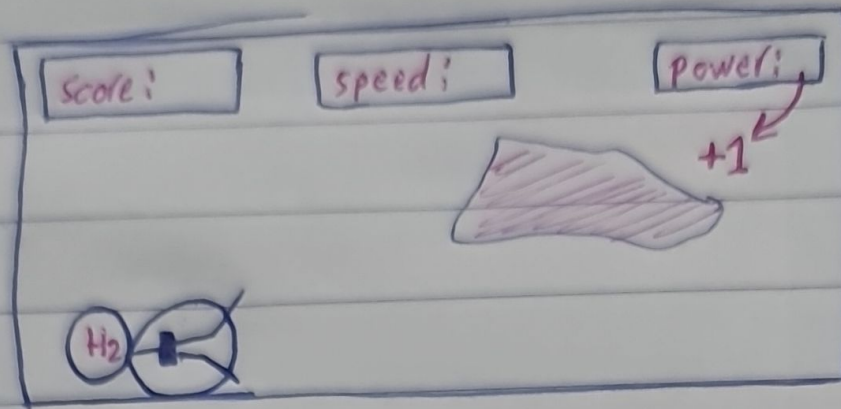
- -

2 There are many characters in the game, the first one to discuss is the Lamp 💡

| Score: | speed: | Power: |

+1   -1

H_2

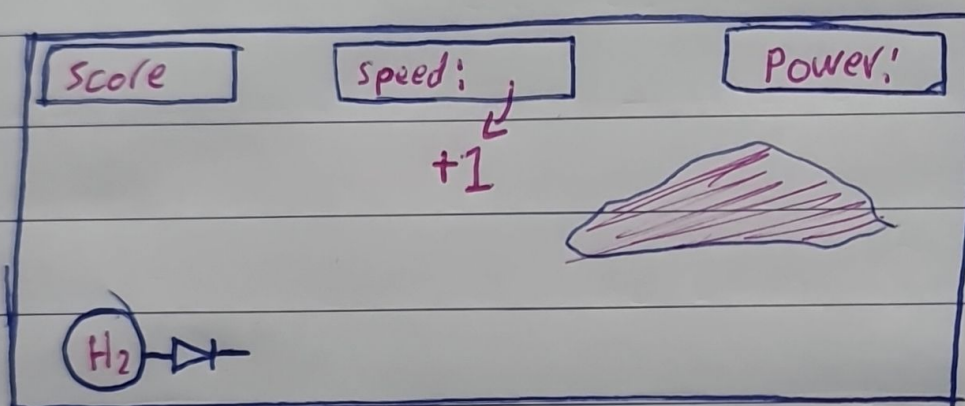Case 1: if the power is less than 1, the game will over

Case 2: if the power ≥ 1, it will decrease by 1 and score will increase by 1 because the lamp becomes on.
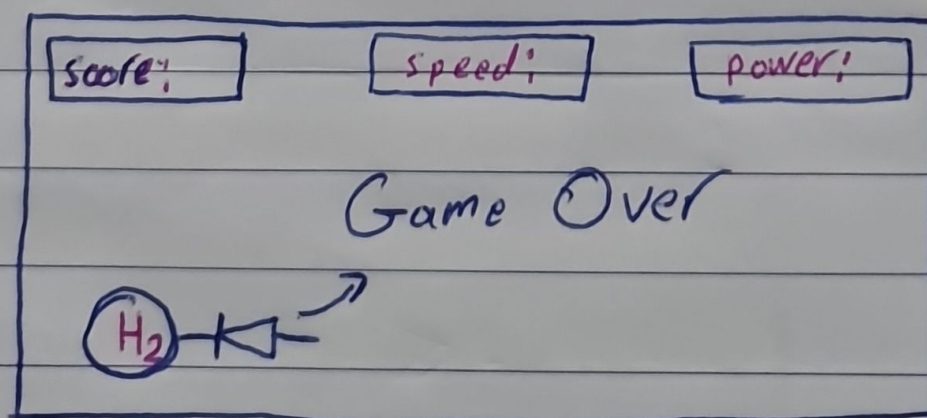
3 The Transistor

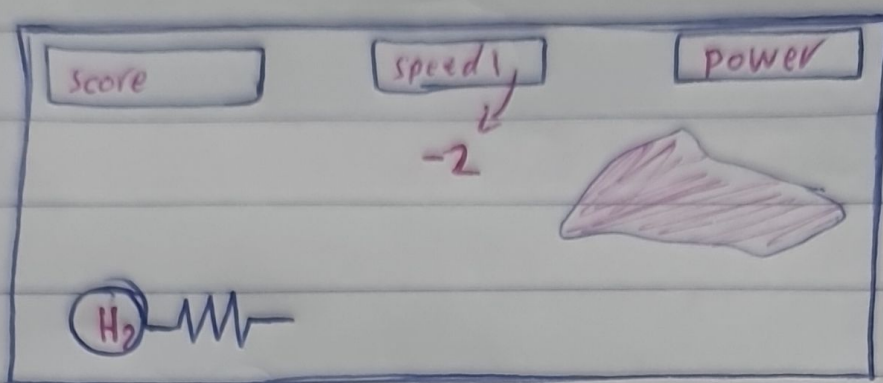every time the H_2 touch the transistor, the power will increase by 1.

4 PN-diode

every time the H_2 touch the PN diode, the speed will increase by 1.
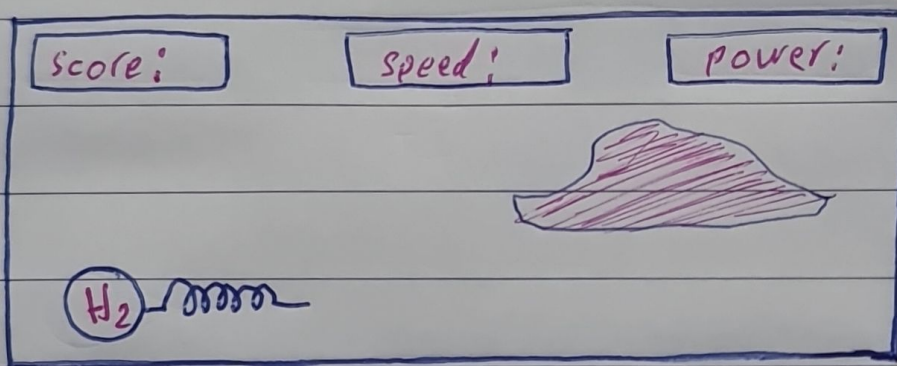
5 NP-diode

Game Over

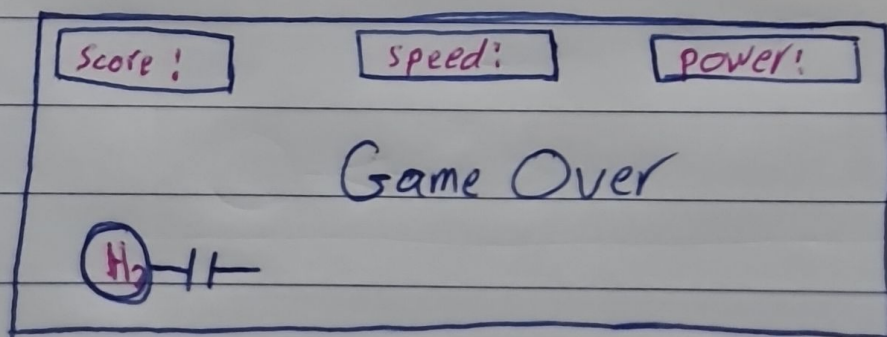the game will over when H_2 touchs the NP-diode

6 Resistor —M—

score	speed↓	power
	-2	

(H₂)—M—

when H_2 touchs the resistor, the speed
will decrease by 2 if it's $\geqslant 2$, and the
game will over if speed < 2.
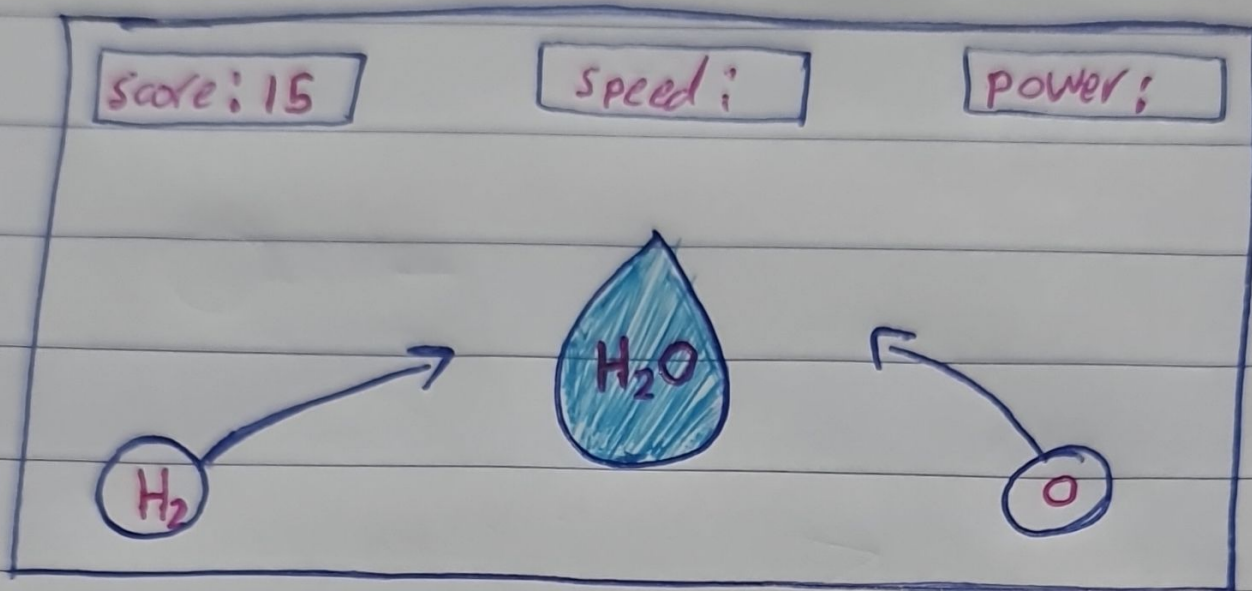
7 Inductor ⌇⌇⌇

score:	speed:	power:

(H₂)⌇⌇⌇

when H_2 touchs the inductor, the jump
distance of the H_2 will decrease because
of the magnatic property.

8 Capacitor —| |—

score!	speed:	power!

Game Over

(H₂)—| |—

when H_2 touchs the capacitor, the game will over

9

When the score is <u>15</u>, the H_2 molecule will find the Oxygen atom and becomes together as a water drop (H_2O).

THE END