# Objects

PIC

## Dirt

The player can easily dig through this. Dirt can also hold other objects in place above it – but watch out for traps! Look for already-cleared sections in the map - they can be clues to guide you.

PIC

## Rock-hard rubbish balls

A mixture of old diapers, AOL CD’s and fast food boxes, solidified into a heavy ball of death!

When falling onto other objects they have this affect:

* Player = death. You can dig dirt out from under them but once they’re falling through open space they will kill you.
* Creatures – creature dies / turns into something else.
* Other rubbish balls – Rolls off if there is open space to the sides.
* Toxic Waste Jars – Smashes open the jars creating a Superfund site.

PIC

## Gems

The valuable resources found in the dump mines! Each level has a set number of them you must collect before exiting the level. They occur naturally, and some enemies become gems when they die.

They’re precious, but deadly! A falling gem will crush you just like a rubbish ball.

The LED on the Arduboy helps you track progress. When you don’t have enough gems it blinks red, but the blinking increases in speed as you approach your goal. Once the goal is met it changes to green, and then blinks faster as you collect more gems beyond your goal.

The speed of the Toxic Waste increases as you collect gems past your goal so don’t get too greedy or you may get trapped!

PIC

## Walls

Permanent objects that cannot be changes or destroyed by explosions or anything else.

PIC

## Exit Door

The player’s goal in each level. Once enough gems have been collected the door blinks, meaning player can pass through it to complete the level. If the door is surrounded by slime the level becomes unbeatable forcing a retry.

PIC

## Toxic Waste Barrel

Toxic waste stored “safely” in a fragile barrel. If the barrel falls any distance it will break open and release Toxic Waste. If any object falls onto the barrel (rocks, gems, other barrels) it will break open and once again release Toxic Waste. Best to be avoided!

A falling Toxic Waste Barrel can also crush enemies and the player.

PIC

## Toxic Waste Pool

The result of a toxic waste barrel breaking, but can also occur naturally. It slowly spreads, and the rate of spread increases as time passes and also when you collect more gems past the level’s goal. This creates a scoring risk/reward at the end of levels.

The Toxic Waste Pool doesn’t kill the player but it can surround and trap them as well as cause the Exit Door to become unreachable.

When an enemy creature touches the toxic waste:

* Sentinel – no affect
* Crawler -
* Seeker -

# Creatures

The garbage pollution has given rise to several types of mutant creatures growing in the dark depths. They were once rats, worms and fungus but now take terrible new forms!

All creature will kill the player with a single touch, but have different reactions with other objects, explained below.

PIC

## Crawler

Crawls along walls in a counter-clockwise direction., hugging the outside of open spaces.

If it touches:

* Toxic Waste = turns to diamonds
* Other creatures = nothing happens.

PIC

## Sentinel

Moves around the map in horizontal and vertical directions. Upon hitting a wall it will randomly choose a new direction to move in. It does not take the player position into account when making movement decisions.

If it touches:

* Toxic Waste = turns to diamonds
* Other creatures = nothing happens.

PIC

## Seeker

Will always move straight towards the player Gauntlet-style in one of 4 cardinal directions. Does not move diagonally. Does not move around obstacles.

If it touches:

* Toxic Waste = turns to diamonds
* Other creatures = nothing happens.

# Map Editor

Fgdfgdfgdfg

The map editor has 2 modes – editing and game test. When you first enter the editor you will be in edit mode.

Buttons:

A (tap or hold) – Places current tile on cursor location. As you move the cursor it will increase in speed. This can be handy for fast travel or large fills.

The B button is context sensitive. Holding B will bring up the tile select menu. While still holding B scroll left or right to select a tile, then release B to return to editing.

While holding B scroll up/down to view other options. In those options you can scroll left/right to change the values then release B to execute. The options are as follows:

* **Test Level** – Lets you play the level currently in RAM. Note that any changes that happen during game play effect the RAM so it’s a good idea to back up to EEPROM before possibly destroying your masterful creation.
* **Save EEPROM** – The current level RAM is compressed and stored into the MCU’s EEPROM. One map can be stored at a time.
* **Load EEPROM** – Loads the map from EEPROM into level editor RAM.
* **Export UART** - The current level RAM is compressed and exported as plain text over the USB port (Use a terminal problem/Arduino to read this data) This text can be copied and used as “hard coded levels” in the main game code.
* **New File** – Clears the screen with a default man and exit.
* Gems – How many gems are required to exit this level.
* Waste – How fast the toxic waste grows once present. 0 = slow 255 = fast. Toxic Waste speed also increases as you collect additional gems after the goal is met. It will not exceed 255.
* **Load Level** – Loads a level from flash memory. Left/Right selects level, release B to load.
* **Exit** – Go back to the main menu. Level data will be lost