# golddigger

Instructions:

Main Game:

How to play:

Run goldDigger.py to play game

Find your way to the exit

Controls:

" w ": Jump

" a ": Left

" s ": Down

" d ": Right

" h ": Health Plus (cheatB)

Objects:

" -o- " Player (Moves with w, a, s, d)

" ~o~ " Player (Falling)

" ▒▒▒ " Dirt. (health 2/2 - Player can dig through dirt to make tunnels)

" ░░░ " Dirt. (health 1/2)

" [#] " Stone. (Stone can fall and hurt any character and only certain objects)

" [$] " Gold. (health 3/3 - Player can break gold blocks to get a gold pickup)

" ($) " Gold. (health 2/3)

" {$} " Gold. (health 1/3)

" $ " Gold Pickup. (Increases players gold by one)

" + " Health Pickup (Increases players health by one)

" ███ " Wall (Impenetrable object that can block explosions)

" ▓▓▓ " Smoke (Created when bomb explodes)

" ö>> " Enemy (Moving right)

" <<ö " Enemy (Moving left)

" Ö»» " Enemy (Moving right - can dig and damage bomb blocks)

" ««Ö " Enemy (Moving left - can dig and damage bomb blocks)

" Ö═╣ " Enemy (Moving right - can push certain objects)

" ╠═Ö " Enemy (Moving left - can push certain objects)

" [3] " Bomb (health 2/2 - Will fall when damaged and explode after the fuse is lit, number displays fuse time)

" [!] " Bomb (health 1/2 - Can fall and damage any character)

" [3] [2] [1]" Bomb (health 0/2 - Counts down from three then explodes)

Level Editor:

How to play:

Move around and place blocks to make your own custom level.

Controls:

" w ": Jump

" a ": Left

" s ": Down

" d ": Right

" 0 ": Deletes the object selected

" 1 ": Places a Wall block

" 2 ": Places a Dirt block

" 3 ": Places a Stone block

" 4 ": Places a Gold block

" 5 ": Places a Gold pickup

" 6 ": Places a Health pickup

" 7 ": Places a Player spawn block

" 8 ": Places a Door block

" 9 ": Places an Enemy

" . ": Places a Bomb block

" - ": Decreases health of certain objects

" + ": Increases health of certain objects

" / ": Switches Enemy's direction, decreases Bomb fuse time

" \* ": Switches Enemy's canDig and canPush bool, increases Bomb fuse time

Spacebar: Places a marker to make it easier to fill in a large aria with objects

ENTER: Explodes Bombs

Objects:

" { " Editor Cursor (Moves with w, a, s, d and can place objects with numbers)

" \* " Editor Marker (If there is a marker on the map, you will be able to fill

in the whole aria between the marker and the cursor)

" [P] " Player Spawn block (This is where the player will spawn)

" [D] " Door block (Exit for the level)