Llama vs. Chickens

**Gameplay:**

The game is a turned based maze game and the goal of the game is to get to the (chest/bale/water bucket) or by eliminating all the enemies in the game. Each time the player moves the llama, the enemies will also move accordingly. Depending how many moves you make, the enemies will also make the same amount of moves but to get to the llama or the player. There will be a maximum of three levels with different variations of the maze and different placements of chickens or the enemies in this game. Level 1 will be the easiest of the three levels with the least number of enemies. Level 2 will increase the number of enemies and will the maze more difficult to maneuver through. Lastly, level 3 will increase the difficulty in maneuvering through the maze. In addition to the chickens and the chest, there will also be a set of ammunition that the player must get to, to shoot the chickens and eliminate them from the game. Without acquiring the ammunition first, the player won’t be able to shoot the enemies. If the enemies were to get to the Llama, you die and the game ends.

**How to Play:**

Once the game has started there will be a menu screen which will allow you to choose which level to load. Once the level has been chosen the maze will load. To move up, down, left, or right, you must press the direction arrow keys on your keyboard. After you’ve acquired the set of ammunition in the game, you must toggle the shoot button, which is ‘z’ on your keyboard to shoot. Then you must re-toggle the shoot button to move again. To quit the game you can press the ‘q’ key or you can simply close the window screen and the game will terminate.