Level 1: Dodge the Syringes

Object: Get to the stairs on the other side of the room by dodging flying syringes before running out of time.  
Enemy: Syringes

1. Regular (clear)
2. Fatal (green)
3. Health (pink)

Power Ups:

1. Room of “Super Health” syringe
2. Beaker full of “agility strength”

Short-Cuts:

1. Access control room and turn off all turrets with lever

How to get short cut:

Drink beaker full of “agility strength” to be able to dodge the syringes that guard the

Why use short cut?  
 If you use the short cut, you will gain more points by taking less time to complete the level, you will not lose more health points by end and when you return to the level then the turrets will already be off.

Need To Do:

Turret Class – Michael & Sarika

Syringe Class – Michael & Sarika

Map + graphics - Hansong

* Main attack room
* Power up room
* Control room
* Stairs (up vs down)
* Save each level map
* Sliding doors
* Key to pick up/interact with items

Background music - Steven

Collision sounds & Sound Effects- Steven

How To Play - Elana