

# GoGator Instruction Manual

**Objective:** Avoid obstacles to stay alive and increase your score by obtaining as many collectibles as possible. The goal is to beat the high score.

**Gameplay:** The player will be playing as Albert, a University of Florida gator who wants to go to campus, but dropped his backpack and his belongings (laptop, pizza, pasta, hotdog, icecream, paper, headphones, hydroflask, phone, and calculator) are now scattered on Archer Road. Once the game starts the player will be able to move Albert up, down, left, and right along the screen/map. This map consists of 6 lanes with a safe zone median in the middle. The player will move around the map trying to collect Albert's various belongings that are on the road. At the same time, the player must keep Albert safe from oncoming traffic (cars and RTS buses). The median between the 6 lanes provides a location where Albert can safely rest and plan his next moves. However, the player must move fast because Albert's belongings will only stay in their location for a specific amount of time before they disappear and his objects appear in another location on the road.

There are two modes of gameplay. Normal mode, cars going at a regular speed that will provide the user with a challenging experience getting across the map, and rush hour mode, where all obstacles will be moving significantly faster to induce greater challenge. Both modes will have their own highscore.

**Win/Lose Conditions:** If Albert is hit by a vehicle, the player loses and they are given the option to restart the game. There is no explicit win condition. As long as the player continues to restart their current game and obtain collectibles, their score will increase. The player's goal should be to get as high of a score as possible. If a player exits the game, their score will reset to the default of zero points.

**Controls:** The main menu is navigated using the mouse. The player controls Albert by using the arrow keys to move up, down, left, and right. The "tab" and "enter" keys will be used to navigate pausing and/or continuing the game.