

# 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. Easy 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. The player's goal should be to get as high of a score as possible which they can do by continuing to restart/play the game and obtain collectibles. Every time Albert dies the player's current score resets to the default of zero but their high score will continue to be saved in a text file allowing the player to return to the game to beat their score whenever they want.

**Controls:** The main menu is navigated using the mouse. The player controls Albert by using the arrow or "wasd" keys to move up, down, left, and right. The "tab" key and mouse will be used to navigate pausing and/or continuing the game. The "esc" key can be used to exit the game entirely. A help button is also available for the player if they require assistance with controls.

**High Scores:** The high scores for easy mode and rush hour mode are stored in an easy mode file and a rush mode file respectively. To reset the stored high score, open the corresponding file, and change the score to 0. DO NOT leave it blank, this will not work.