



ESCAPE GOAT

AN ADVANCED GAME PROGRAMMING ASSIGNMENT BY CATT SYMONDS 101209214

THEME

Escape Goat belongs in a whimsical, memey party game (like Mario Party for people with no friends).

HOW TO PLAY



To win, the player must line up n pins in tumblers (as if they were looking at a side view of the inside of a lock) so that the bottoms are all within an 'unlock zone', then hit that goat!

CONTROLS

Pins are each assigned a random key on the keyboard - mostly from the asdfg range, except in Why? mode. Pins will fall at a speed determined by your skill level. Push them up by holding their assigned key.



WINNING

When the pins are lined up, the goat in the corner will turn green. Click him to unlock the lock and win!

Skill Levels:

Bad (pins fall at the widest range of random speeds)

Okay

Good

The GOAT (pins fall at the same, slow, speed)

Difficulty Levels:

Easy (3 tumblers)

Medium (4)

Hard (5)

Why? (5, assigned random letters anywhere on keyboard)