

ReadMe

1. Launching the Program.

Run the Program class in the platform package. It launch the levels in the wanted order.

2. Controls

Left arrow : walk to the left

Right arrow: walk to the right

Up Arrow : Jump

Touch E : Interaction touch. Useful for levers and Exit door.

Touch B : Used to blow on torches.

3. Levels Description

Level 1 : BasicInteract

This is the level asked to confirm the second part of the project

Level 2 : Hell

Firstly, you will need to go through the spikes and the fireballs. Because of the air damage of these spikes, you should manage to get to the other side. In order to do it easily, light the torch in the left corner which will make hearts appear on the path. Then in the right corner, activate the lever which will activate the mover right under the player. Light the torch to go through the blocks that transformed into wooden boxes by shooting fireballs on them. Avoid or kill the slimes with the player's fireballs. After getting to the left corner, activate which will send the movers to the left and make the key available by wall-jumping and unlock the blue door. Then jump to the last timed lever and get to the exit on the right side after killing/avoiding the slimes (hurry up!).

Level 3 : Limbo

At the beginning of the level, you will appear near the exit door but you don't have the yellow key to open it. You can observe that this yellow key is behind the wall near the door.

To get there you will have to activate the stairs with the lever on your right to open a secret passage.

Once you are on the first floor, you will have to take the green key to unlock the green door. On your way to the green door you can test your luck with the torches ;)

Then you can access the yellow key by avoiding the jumpers with your agility. Once you have the yellow key, use the jumpers to access the roof. (hint: woodboxes do not like fire).

On the roof an army of slimes is waiting for you. Take your courage to kill them.

Jump to access the first floor again. You will find a simple puzzle to solve with the torches. (hint: look at the bit strings).

A stone will disappear on your right and unlock a secret passage.

Then you will have to get the blue key and activate three levers in order to go back to the exit door.