

# Sleigh, Santa! Instructions

## Summary:

You play Santa, and you need to deliver all the gifts to houses before time runs out. You can pick up gifts near the sleigh, and drop them off near houses. However, the grinch will randomly spawn at houses with gifts, and wait there for a few seconds before disappearing with the gift. If you can get close enough to the grinch, you can scare him away before he steals the gift. To win, you must deliver all the gifts within the timeframe - otherwise, you lose.

Open and run the MainMenu scene in the Unity editor to start the game.

## Objects interactions:

Santa - moveable, collides with houses/village and sleigh.

Gift - moveable with player, does not collide.

Grinch - does not collide.

Sleigh - collides with player.

## Controls & Gameplay

1. Use the arrows or WASD keys to move.
2. Press SPACE to pick up or place a gift
  - a. You can only pick up a gift near the sleigh
  - b. You can only place a gift near a house

A sound effect will play when you pick up and place a gift. A sound effect will also play when the grinch spawns, and if it is spooked by the player.

A timer in the top right displays the remaining time.

If the grinch is spooked by the player, it will not steal the gift. There will only exist one grinch at a time.

You must deliver all the gifts in time to win. If you do not, you lose.