Animation Game - Installation and Playing Instructions

Installation

The game is available at https://github.com/ovn0605/AnimationGame

By simply typing the URL address in your web browser you will get the game loaded.

You should, however, ensure that Javascript is enabled in your browser.

Playing The Game

The game consists of 6 rows of rectangles. The bottom two rows represent grass.

The next three rows represent pavements, while the top rows represent water. When the game is loaded, a player starts on the upper of the two grass rows. Bugs are generated from the leftmost rectangles on the pavement rows and they move towards the right. The user plays the game by moving the player left, right, top or bottom, by using the arrow keys.

If the player is hit by a bug, he goes down to the starting position. If he can climb the rows and reach the water row without being hit by a bug, the game is won. A message is displayed and the user has the option to restart the game.

Failures and Timer

Each time the player is hit by a bug and has to restart, it is considered a failure.

The count of number of failures is displayed. Also, a timer is started when the game starts. It counts and displays the number of minutes and seconds required by the player to win the game. These information are also displayed when the game is won.

The Reset Button

A Reset button allows the user to rstart the game at any time. For example, after a few moves, if the user wants to restart, he/she can simply click on the Reset button. The timer and failure count will be re-initialized and the player also will move back to the starting position.