



TEMPLE ESCAPE

Game Type: Stealth / Red Light Green Light

Platform: HTML5 / LED Floor

Players: 2 Players (Cooperative / Team)

Grid Size: 6 x 10 (60 tiles)

Levels: Infinite (progressive difficulty)

Inspired by: Squid Game's Red Light Green Light

1. Game Overview

Temple Escape is a thrilling stealth game inspired by "Red Light, Green Light." A mystical Guardian watches over the temple floor. Players must move to collect colored tiles while the Guardian's eye is closed, but freeze when it opens! Get caught moving = GAME OVER!

2. Flow: How to Start the Game

Step 1: Open the game (temple.escape.html)

Step 2: Read the instructions on start screen

Step 3: Click "🎮 เริ่มเกม" (Start Game) button

Step 4: Players spawn at their starting positions

Step 5: Guardian cycle begins - watch the eye!

3. Controls

Player	Color	Up	Down	Left	Right
Player 1	Cyan (ฟ้า)	W	S	A	D
Player 2	Magenta (ชมพู)	↑	↓	←	→

4. The Guardian



THE GUARDIAN

The all-seeing eye watches over the temple...

4.1 Guardian States

GUARDIAN SLEEPING (Eye Closed)

- Duration: ~5 seconds
- Eye appears closed/thin line
- Status shows "GUARDIAN SLEEPING" in GREEN
- **YOU CAN MOVE!**

GUARDIAN WATCHING (Eye Open)

- Duration: ~3 seconds
- Eye is wide open with red pupil
- Status shows "GUARDIAN WATCHING!" in RED
- **DO NOT MOVE!**
- Any movement = INSTANT GAME OVER

5. Gameplay Mechanics

5.1 Objective

- Colored tiles appear on the grid
- Move to the colored tiles to collect them
- Collect ALL colored tiles to complete the level
- Advance to the next level with more tiles!

5.2 Level Progression

Level	Target Tiles
Level 1	2 tiles

Level 2	3 tiles
Level 3	4 tiles
...	Level + 1 tiles (max 10)

5.3 Tile Colors

- ● Red
- ● Green
- ● Blue
- ● Yellow

5.4 Scoring

Action	Points
Collect a tile	+10 points
Complete a level	+50 × Level number

6. Win & Lose Conditions

Win

Keep advancing through levels as long as possible! Track your highest level achieved.

GAME OVER

Moving (pressing any movement key) while the Guardian is WATCHING = Instant death! 

7. Game End Screen

Display: "💀 GAME OVER 💀"

Display: "Guardian จับได้! คุณขยับขณะที่ดวงตากำลังมอง!"

Display: "ไปได้ถึงด่าน: [Level Number]"

Options: "⟳ เริ่มใหม่" (Restart)

8. UI Elements

- **Current Level:** Shows which level you're on
- **Score:** Your current points
- **Highest Level:** Your best record (saved locally)
- **Target Colors:** Shows which colors to collect
- **Guardian Eye:** Visual indicator of state
- **Guardian Status:** Text showing SLEEPING/WATCHING

Survival Tips

- **Watch the eye, not your player!** - Know when to freeze
- **Plan your route:** Before Guardian sleeps, know where to go
- **Move efficiently:** Take the shortest path
- **Don't panic:** When eye opens, STOP IMMEDIATELY - don't try to finish a move
- **Work together:** 2 players can cover more ground faster
- **Count the rhythm:** Guardian cycles are consistent