LAVA

Game Type: Survival / The Floor is Lava

Platform: HTML5 / LED Floor

Players: 1-2 Humans + AI Bots

Grid Size: 10 x 6 (60 tiles)

Duration: 90 seconds

Lives: 3 per player

1. Game Overview

Lava is an exciting survival game based on "The Floor is Lava" concept. Players must rush to safe zones when lava floods the floor. Stand on safe tiles or lose a life! The game supports both competitive (FFA) and team-based modes.

2. Flow: How to Start the Game

Step 1: Open the game (Lava.html)

Step 2: Select game mode:
- **Solo / FFA:** Every player for themselves
- **Team Mode:** Red Team vs Blue Team

Step 3: Select number of human players (1-2)

Step 4: AI Bots fill remaining slots

Step 5: Click "START GAME" button

Step 6: Countdown 3-2-1 begins

Step 7: Game starts! Find the safe zones!

3. Controls

Player	Movement Keys
Player 1	**W A S D** or **Arrow Keys**
Player 2	**I J K L**

4. Game Mechanics

4.1 The Lava Cycle

Phase 1: Safe zones appear randomly on the floor (highlighted tiles)

Phase 2: Warning countdown (3-5 seconds) - MOVE TO SAFE ZONES!

Phase 3: LAVA FLOOD! - Floor turns to lava except safe zones

Phase 4: Players not on safe zones lose 1 life

Phase 5: Lava recedes, new safe zones appear - Repeat!

4.2 Safe Zones

Safe Zone Rules

- Safe zones appear randomly before each lava wave
- Number of safe zones decreases as game progresses
- In Team Mode: Some zones are team-specific (Red or Blue)
- Multiple players can share a safe zone (tight squeeze!)

4.3 Lives System

Event	Result
Standing on lava	Lose 1 life
Standing on safe zone	Safe! No life lost
0 lives remaining	ELIMINATED!

LAVA WARNING!

When you see the screen flash red and hear the warning sound, you have only seconds to reach a safe zone! The floor is about to become LAVA!

5. Game Modes

5.1 Solo / Free-For-All (FFA)

- Every player fights for survival
- Last player standing wins
- All safe zones can be used by anyone

5.2 Team Mode (Red vs Blue)

- Players divided into Red Team and Blue Team
- Some safe zones are team-specific
- Team with players remaining wins
- Coordinate with teammates!

6. Win Conditions

FFA Mode

Be the last player with lives remaining, OR have the most lives when time runs out (90 seconds).

Team Mode

Eliminate all players on the opposing team, OR have more total team lives when time runs out.

7. Game End Screen

FFA: Winner announced with final lives count

Team: Winning team announced with team scores

Stats: Lava waves survived, close calls

Options: "Play Again" or "Back to Menu"

Survival Tips

- Stay near the center - more escape routes!

- Watch for safe zone patterns

- Don't panic - you have a few seconds warning

- In Team Mode: Help teammates reach safe zones

- Sometimes blocking others from safe zones is a valid strategy!