

SMOG

**Team Members: Muhammad Sheheryar Naveed, SamSam Dirie,
Rui Qin, Nick Jacobs, Logan Herodes**

Rules:

1. Use arrow keys to roam around the gaming platform. Alternatively, XBOX controls are enabled and using joysticks will make this game more fun to play. For XBOX, the right analog stick is for moving forwards and backwards whereas the top left analog stick can be used for moving up and down the ladder and the Left bumper button for jumping.
2. The aim of the game is to traverse the scene through invisible smoggy area and reach a purple colored water mark that acts as a tunnel to escape the shadowy area.
3. To aid the player in viewing through the dark area, the player can make use of flash lights and matches. To throw a match press the key "Q", and to make use of flash light, "E" should be pressed (For XBOX, 'X' for flash and Right bumper for matches). Since flashlights make a good extent of area visible, the number of flash lights are limited to just three. Make sure to use them only when needed. On the other hand, a player has unlimited number of matches to invoke.
4. There are spiders roaming around which acts as obstacles. A bite from spider will cause the game to restart. Similarly falling into any hollow space will also restart the same level.
5. It is recommended to run and find a way out as soon as possible because a stream of smog starts to emit slowly as soon as the game begins and will decrease the visibility of the game play as the time progresses, and if wise decisions to move in one way or the other are not taken then a time may come when the scene will get completely cluttered with smog that even the flash lights may not be of help.