

It's a dark and stormy night. After a long day of toiling on your latest piece of coursework, in a fit of rage you type out a savage and detailed takedown of your professor. However, before you can rethink your course of action, you accidentally hit the send button. Coming to your senses, you think that might not have been the best idea.

You know what you have to do. That professor can't see the email, or they'll give you a zero for that module out of pure spite. You'll have to sneak into their office to delete it from their computer without being detected.

Can you steal back your email and save your academic credit?

Game Guide

"Oh No! I Sent My Professor a Rude Email And Need To Sneak In To Get It Back!" is a puzzle-platformer game with a focus on manipulating the rules around you to get through challenges.

Each level is a single screen that you need to get to the end of to get to the next room. You can do this by moving, jumping, and picking up objects. The objects can be placed in slots to change the rules of the game: switch the direction of gravity, or make things bouncy or breakable!

Controls



Objects



The player - you! Move around with your keyboard, pick up blocks and throw them!



A **button** - pressing it will affect something in the level. You can hold it down yourself, or let a block do the work for you!



A mysterious slot that fits in a range of different blocks, and might affect the world in different ways.



An evil robot that patrols the halls of the university. Try not to get hit! You can defeat them by jumping on their heads.



A standard block. Doesn't have any special effects, but you can use it to defeat enemies or push buttons.



A block that affects a given direction. You might use this to change gravity to a certain direction.



A block that makes things **bouncy**. Chuck it in a slot and watch things ricochet!



A block that makes things **fragile**. Careful, you don't want to break anything important!