

# Project 1 User's Guide

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## 1 Introduction

Our game provides the player with a simple objective: he or she must defend their patch of grass from the marauding Mudders. Armed only with a trusty watering can, the player must deflect students and professors who could care less about the grass and are focused only on their own selfish pursuits. Should the player fail to deflect an attacker, he or she may recover some shred of their grass by watering it. Beware, however: should the grass become too trampled, it cannot be recovered. Good luck, and may your lawn live to see another day!

## 2 Gameplay

Our game presents the player with a simple two-dimensional top-down interface. In the center of the screen the player will observe him or herself and a patch of grass. By using the arrow keys, the player can move freely around the screen. By hitting the space bar, the player can pour water from the watering can; if the water hits damaged grass, the grass will be replenished.

As the game begins, enemies (in the form of pictures of students and professors) will enter from the sides of the screen. All the player needs to do to keep these attackers off the grass is to bump into them; they will then turn tail. However, should they walk on the grass, it will be damaged, at a loss of points to the player.

The player defends a particular patch of grass for thirty seconds; at the end of thirty seconds, they move up to a larger patch of grass with more

and faster enemies. There are seven parts of campus that need their grass maintained; a skilled player will get the chance to defend all of them.

### **3 Scoring**

Points can be accumulated in two ways:

1. Deflecting Attackers. Every time the player deflects an attacker, he gains a point. Usually, turning away an opponent requires several collisions, so the player will tend to get more than one point.
2. Grass. At the end of every thirty-second level, the player receives points proportional to the amount of grass that was kept alive.