

# YOU ARE AN OBJECT



## Intro

You are an object was created for BYOND game in a day 2010 which is hosted by Iain Peregrine. The game is small and should be able to fit around the not ninja/metamorphosis theme.

The game is not complete, there was meant to be more levels, sounds and other items which the player could interactive with (Turn off lasers with a switches was one). Due to the time constraint I was not able to add these at this time.

## Backstory

You have been a lab rat for many years. Scientists have tested a number of injections on you to try and transform you into a super human. Most of these failed. Only one experiment has worked which was to allow you to transform into a big flower pot that look like the ones used around the building.

One night, the building had a power failure. The electronic lock in your room failed so you escaped putting in one of the flower pots in the corridor in your place. You now left with the aim to escape the building without anyone knowing you have.

## Controls

| Action          | Default | Arrow keys  | Numpad   |
|-----------------|---------|-------------|----------|
| Use item/object | W       | Up Arrow    | Numpad 8 |
| Transform       | S       | Down Arrow  | Numpad 2 |
| Move Left       | A       | Left Arrow  | Numpad 4 |
| Move Right      | D       | Right Arrow | Numpad 6 |

## Things you should know

### You



That is what you look like.

### Guards



One they see you (in a 5 tile radius) they will automatically bring you back to your last checkpoint.

### Lifts



Lifts take you to different floors. Due to the bad design of the building they only go up or down one.

### Vents



You can crawl in vents to take you to another area in the building.

### Doors



Doors are check points in the game. You must enter the door to get to the next level.

### Bugs

Please e-mail any bugs you find to [christopherboland@gmail.com](mailto:christopherboland@gmail.com)

### Thank You

Christopher Boland