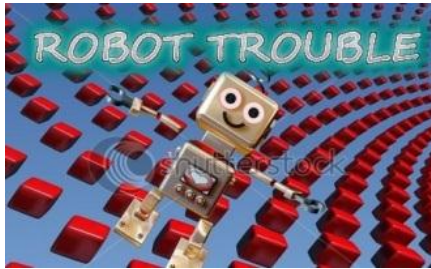


ROBOT TROUBLE INSTRUCTIONS DOCUMENT



Robot Trouble is a 2D Puzzle/Logic game. The player is supposed to navigate the robot via the maze of traps to reach the destination. The purpose of the game is to teach young students the basics of programming.

Installation

Unpack the .zip file and then run the installer by double clicking setup.exe. Follow the instructions to complete the installation process.

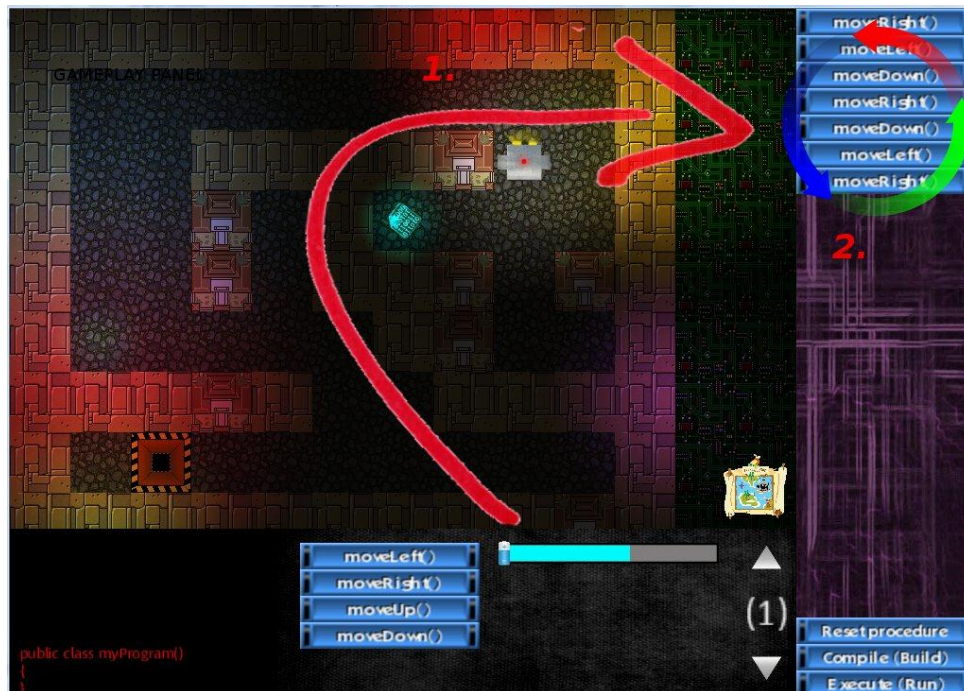
Game instructions

Game Window contains 3 different panels. The gameplay panel is where the functions are executed on the robot. The functions panel is the place where you insert and add instructions. And the code log where you can have a detailed description of the code.



Pic 1. Screenshot describing the Game Window.

Navigate the robot via the labyrinth to reach the target. Drag and Drop the functions using LMB and reset their order using LMB for Drag and RMB for DROP. After the proper order is obtained press the Compile function to add the code to the code log and then the press Execute to make the robot follow the instruction.



Pic 2. Gameplay screenshot.

During the gameplay you have to omit the obstacles and collect the collectibles. Make sure that your energy bar doesn't drop to 0.

Obstacle:



Collectible:



Health bar:



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Other

Full Game Documentation can be found [here](#).