

- Each frame will have the option of going back to the previous frame.
- In frames of choosing levels, characters, no. of players and mainly in the final 'play' screen - a small remote icon could be present which could be assigned a button - and on click- the screen could at the side show a remote image with control buttons relevant to that screen very briefly explained (img 5 in wireframe images)
- \*We could pre-assign this based on levels instead of giving choice.

## How to Play :

### Basic Rules for each level:

- There are two teams. One of them chases while the other runs.
- The team chasing has its team members sitting alternately facing the opposite sides and one of them chasing.
- The other team will have 3 lives and they have to try and maximise their running time without being caught.
- The chasing team can run through spaces between alternate players but the other team's member can't.
- The chasing team can also tap any other team member sitting down and he will then do the chasing.
- The person who has just sat down after tapping another team member can't be tapped for the next 10 seconds - indicated by a timer running over his head.
- Each level will be time bound. If you are in the team being chased - your 3 lives should survive for a certain specified time and if you are the chasing team - you have to chase down the other team in a specified time interval to clear the level and unlock a new level.

### Single Player:

Compete with Smart TV - Best time wins.

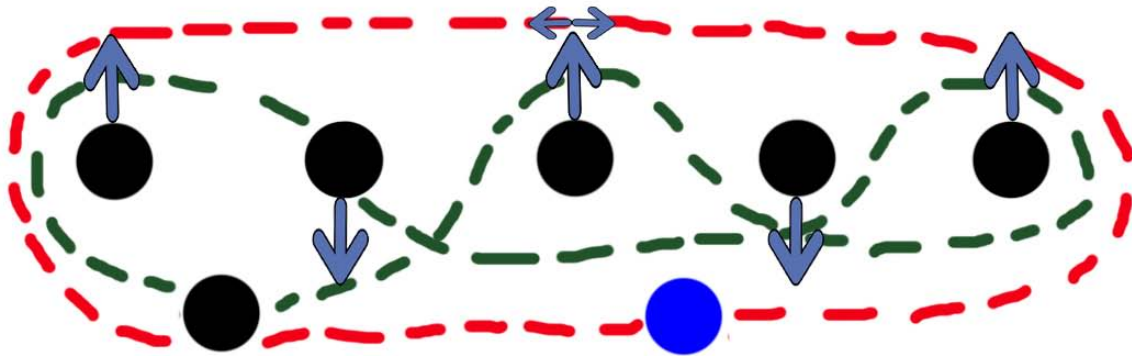
### Multi Player:

You can compete with friends to finish the level in as less time as possible!

In each of the cases of single or multi-player you will be given the choice on the character/player you want for the game.

You can choose between giraffes, humans and cows for now - this is just to add slight variety.

Schematic Diagram explaining paths allowed :



— Path allowed of chasing team  
— Path allowed of person being chased

**Levels** There are 3 chapters as of now and in each chapter there are 15 levels. Different levels aim for different skills. In some level you have to chase and in some you are being chased.

Different seating arrangements and time limits to increase the difficulty level.

**Powers** Grab powers on the way to enhance your speed, slow down the opponent by spilling oil, gain a life and much more.

## Controls:

- The 4 arrow keys to run in the corresponding directions.
- OK to tap a team member to get up and start running - possible only when you are behind the team member.
- To tap the opponent you just have to touch them - no button needed.
- To eat a fruit or something on the way to gain power - you have to run across it - no button needed.
- To activate a power - say a boost or to release oil - press OK anytime when you are running or if you are chasing then when you are not directly behind (your team member - or we could have double click of OK to activate power.
- A button assigned to pause or go back - rarely used.

