

BANANA'S RECOVERY

Usage

To compile, it's necessary execute into the Banana folder *make*.

To play, insert the tape into the console and type run "" Banana.cdt

Performance

The objective of the game is get 20 bananas without you die! The bananas appear in random places in the different maps. You must get it all and survive of your enemies.

If you die, all of the progress disappear and you must get another 20 bananas and your lifes decrement.

Controls

- Key **W**: Move up.
- Key **A**: Move left.
- Key **D**: Move right.

Story

Age 2050. In a world where the food is insufficient, particularly his favorite food, bananas, MouseCPC has to get the sustenance for this small babies. There aren't few. However, it isn't easy. The world has a lot of habitants. The fierce competition to get the banana have started...



- **MouseCPC**: He's the protagonist of our story. The objective is found bananas around the world. To get them, MouseCPC can to move to the left with the key A, move to the right with the key D and move up with the key W. You have to guide him to avoid obstacles and enemies.



- **EvilRat:** Your enemy. Run away when you see it or he will kill you! He attacks you body to body and you die if he touches you.
-  **Banana:** Your objective. You must get it all. It appears in random places in the different maps.
-  **Heart:** When the enemies touch you, you lost a life. However, you can restore your health getting one of these objects. The game finishes if you haven't any lifes in your counter.