

Blob Factor V

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Game Overview

Blob factory is a windows platform game. Its freeware and my first attempt at a **real** game.

Story:

Are faithful hero the Blob was rudely displaced when his (blue liquid) Hot Tub exploded. With nasty Robots and Green Ooze in his way he crosses the factory to his Hot Tub to soak his feet.

Goal:

Get Blob to his Hot Tub!

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Your normal animated blob that lives in a factory.



At 2000 degrees it is mildly hot.



Has AI of broccoli.



Take a dip in ooze for that melting feeling..

How to Play

Playing:

Use the [Keyboard Controls](#) to move the blob around the level. Touching [Ooze](#) or [Robots](#) makes blob loose a life. When you use all your lives you start at level 1. Getting blob to his [Hot Tub](#) completes the level. The current level and number of blobs left is displayed in the title bar.

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Cheater Keys

Right Mouse Button + c Toggles Clear Block
Right Mouse Button + r Toggles Robot Damage
Right Mouse Button + n Gos to next level

Keyboard Controls

Left Arrow	Move Left
Right Arrow	Move Right
Down Arrow	Get in Hot Tub
Spacebar	Jump
Esc	Minimize & Pause Game

Menu Commands

Game

New Game	Starts New Game
Options	Opens <u>Options</u> Window
Exit Game	Exits Blob Factory

Help

Contents	Opens this help file
About	Tells about Blob factory

Options



Speed Speed of game (1 fastest, 100 slowest)

Blobfact.lvl File



Warning: Edit Blobfact.lvl at your own risk

Blobfact.lvl is a normal text file that Blob Factory use for its levels. Each level is 74 wide and 6 tall. There are 3 levels in the file. A key of ASCII characters is provided below.

Tile Key:

.	Background	>	Right Arrow
-	Floor	<	Left Arrow
_	Ooze	S	Blob Start
@	Pipe	E	End
H	Container	*	Robot

Example:[Click Here](#)

..S.....
.....*.....>.....>.....
.....>.*>.....H.....H.....>.....*.....*.....
.....@.@.@.....@.@.@.....HH.....>.....HHH.....@.@.....@.@.@.@.@.@.@.@.@.....
.....>.....>.....H>*H>*H.....>.....HHH.....HHHH.....*.....H.<.....<.....
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About the Author



Jeremiah Golden is a beginning windows game programmer currently working on windows games somewhere within the depths of California whose only exposure to the outside world is an internet connection.

Other games in the works

Mouse maze 2.0 where a lab mouse runs around.
WinG space shooter with (hopefully) 3d graphics.
Rpg that will be kind of like dragon warrior.

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