

By: Evan + Tyler

This is our very first game which we made for <https://itch.io/jam/melonjam7>

About:

Turbo TNT is a concept for a puzzle game centered around using gunpowder trails, ropes, and explosives to escape a cave. However, sparking a flame also sets the player ablaze, requiring them to douse themselves in water before they can leave. Route your gunpowder and ropes such that you can blow open the exit and extinguish your self-induced burns, all while still having a traversable path to the next room.

Controls:

Left Arrow Key/A = Move Left
Right Arrow Key/D = Move Right
Up Arrow Key/W = Enter Door/Climb Ropes
R = Place Rope
G = Place Gunpowder
T = Place TNT
Space = Ignite
Backspace = Reset Level

Asset List:

- "Cave Tileset" by xvideosman
 - <https://xvideosman.itch.io/cave-tileset>
 - Used for floor tiles.
- "Minerman Adventure" by tumas81
 - <https://tumas81.itch.io/minerman-adventure>
 - Used for TNT sprites.
- "Free VFX Asset Pack" by CodeManu
 - <https://codemanu.itch.io/vfx-free-pack>
 - Used for explosion sprites.
- "Character Templates Pack" by ErisEra()
 - <https://erisesra.itch.io/character-templates-pack>
 - Used for character sprites.
- "Animated Waterfalls" by Heosphorus
 - <https://heosphorus.itch.io/animated-waterfalls>
 - Used for waterfall tiles.

- "Pixel Valley | Cave (16x16)" by Kauzz
 - <https://kauzz.itch.io/kpc>
 - Used for door and "gunpowder" sprites.
- "Free Smoke Fx Pixel 2" by BDragon1727
 - <https://bdragon1727.itch.io/free-smoke-fx-pixel-2>
 - Used for explosion sprites.
- "8x Adventures: Dungeon Starter" by Remote Game Studios
 - <https://remote-game-studios.itch.io/8x-adventures-dungeon-tileset>
 - Used for rope sprite.
- "ancient cave" by madmakingmystery
 - <https://madmakingmystery.itch.io/ancient-cave>
 - Background Music
- "[SFX] Pixel Explosions Sound Effect Pack" by JDSherbert
 - <https://jdsherbert.itch.io/pixel-explosions-sfx-pack>
 - Sound FX for Explosions, Burning.
- "Footstep Sound Effects" by Anton Z.
 - <https://trade-a-chest.itch.io/footstep-sound-effects>
 - Footstep SFX for stone, water.