

# Foodie Dash Information

## Setup:

### If you are on windows:

Click on [this link](#) to download the game

Open the file that was downloaded, usually in your downloads folder

### If you are on any other platform

Click on [this link](#) to download the source of the game

Make sure you have python and pip installed, run the code and install the requirements given

## Game Controls:

Use the left and right arrow keys or "a" and "d" on your keyboard to move the player bird horizontally.

Press the "h" key to toggle the display of hitboxes (red for the player, green for the food).

Press the "j" key to switch between different modes:

Press "j" 3 times to activate Auto Mode, where the player automatically follows the food.

Press "j" again to deactivate Auto Mode.

## Gameplay:

Your objective is to catch the falling berries (food) to increase your score.

The game keeps track of your score, displayed at the top of the screen, and can potentially be displayed on the leaderboards!

If you collide with a berry, your score increases, and the berry respawns at the top of the screen.

If you miss a berry, your score resets to 1, and you start over.

## Auto Mode:

In "Auto Mode," the player bird will automatically move left or right to catch the berries.

Auto Mode can be activated by pressing "j" 3 times and deactivated by pressing "j" again.

## Additional Notes:

Source code: [click here](#)

Client source: [click here](#)