

IC PROJECT

CSL1010

FAQs:

1. What is the game about?

This is a story-based game in which the character plays through a series of minigames and battles to get out of a chamber and find the murderer of his wife.

2. How to play the game?

Playing the game is simple. Launch the exe file. Follow the instructions on screen. Listen to what the one who trapped you in the chamber says and you'll get clues to move on and play the minigames. The game starts with a menu-driven investigation but takes a turn and turns into an escape room game. Specific instructions to each game are provided as and when needed.

3. Are the minigames playable separately?

Yes, the minigames can be tested/played separately as they exist in separate files and are called as needed

4. Are there any pre-requisites to play the game? Is there any installation process?

No. There aren't.

5. How will progress be saved?

After each checkpoint, players will get a code. When they log into the game the next time, they will get that code and the code will take them back to the last checkpoint they've reached.

6. What are the updates coming in the future?

We plan to improve the battle system and add more visual elements to the game. We also plan to implement an improved save file system which can save in game time taken to reach checkpoints, etc. An achievement system is also on the radar. We also plan to potentially work on a multiplayer system where

2 players can together win the games and reach the murderer's room in a cooperate mode, and maybe compete on a time basis in a versus mode. We also plan to implement a difficulty level system. Monetization options like including paid weapons can also find their way into the game in the future.

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