Room 0 – Introduction Room

This appears over the character’s head at the very start of the game. It is large though so will need scaling in the JavaScript. Scale=0.5 worked okay.

assets/R0\_tutorial.png

**Welcome to AppTAG**

**Appstate’s The Accounting Game**

Move around using: a,w,s,d keys.

Interact with objects like wall panels using: e key.

This is only wall info panel in Room 0. A scaling of 0.5 worked okay.

assets/tut1.PNG

**AppTAG: Appstate’s The Accounting Game**

Your goal is to guide Accacio through the rooms, learning some Accounting principles along the way. Have Fun!

Avatar Movement: A, W, S, D Help: H  
Object interaction: E Bookbag inventory: B  
Hide info popups: Q Room map: M

Some objects/activities are “locked” until you interact with other objects in the proper order.