Read Me Game Instructions

As the game uses Synth One to create some sounds, (Enemy Sensing Sniff, Cricket Chirp and Wind) these sounds will NOT play in the build of the game due to Wwise/Unity bugs. The sounds WILL play when the game is played in the Unity editor as desired and in Wwise.

Game Instructions:

WASD to move

Hold left Shift whilst walking to tip toe

Diagram

Description automatically generatedC for flashlight

The player must collect 3 keys and then walk out through the exit to win.

The keys must be collected in order and will not spawn unless the previous key has been collected. Keys will make a jingle sound as the players gets nearer to guide player but sound will be occluded as it passes through walls.

Key Order is bottom left, then top left, then finally, the key on the right.

There is an enemy walking around the maze. The enemy will move randomly to one of its four checkpoints until it hears the player moving. Use the Tip Toe ability to stop enemy from hearing player move. When the enemy reaches its checkpoint, it will stop and try to sniff out the player before moving to another checkpoint.

If the enemy hears the player, the game music will change, and enemy will begin chasing the player. Once the enemy has given up looking, music will change back to the original music.

When all the keys have been collected the music will change to escape music. The player can now escape through the exit door at top centre of the map.