

READ ME:

The game starts with a welcome page and the map can be accessed by pressing the space key.

Navigation : We used WASD keycode inputs as the respective directions up, left, down, and right to move the map behind the character to simulate the character's movement.

Tasks:

- Printer task: This task is in the Undergrad Lounge and the goal of this task is to input a given code by the printer in order to print out a lab report. Keyboard keys for number 1 through nine can be used as inputs to the code. If the code is entered in wrong then the task begins at the beginning of the task again until it is completed.
- Coffee task: This task is in Daily Byte cafe and the goal of this task is to pour a cup of coffee to the correct level without under or over filling it. The level is indicated with a line and the space key can be held down by the user to "pour" the coffee from the espresso machine. If the cup is under or over filled then the task will return to the start of the task until it is completed.
- Vials task: This task is in the Clean room and the goal of the task is to select the vials in the correct order from least amount of liquid to most amount of liquid. The vials are selected with keyboard inputs of the numbers 1 through 5 and an animated nozzle moves to indicate the selected test tube. If a wrong test tube is selected then the task flashes red to indicate a wrong input and lets you start again until it is completed correctly.

Once a task is completed it cannot be accessed again as it is marked as complete with internal score keeping.