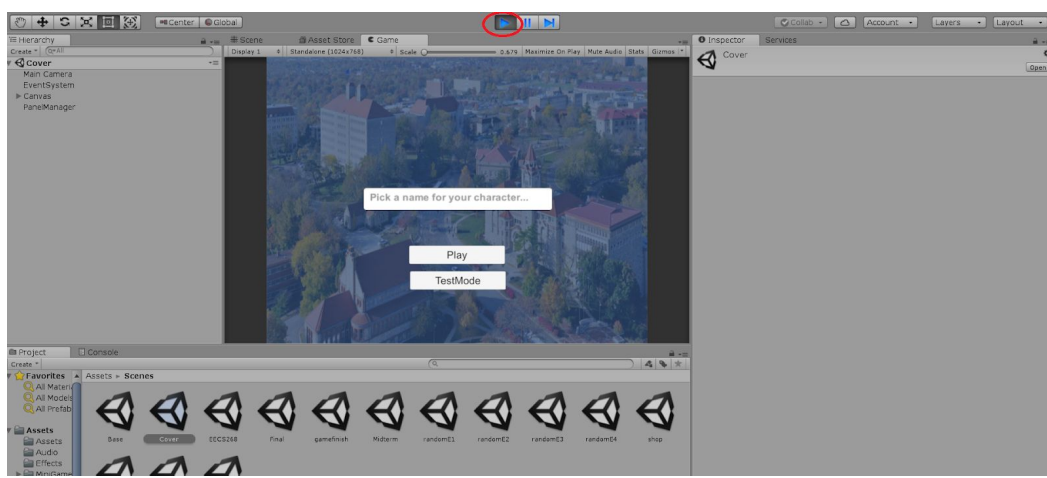
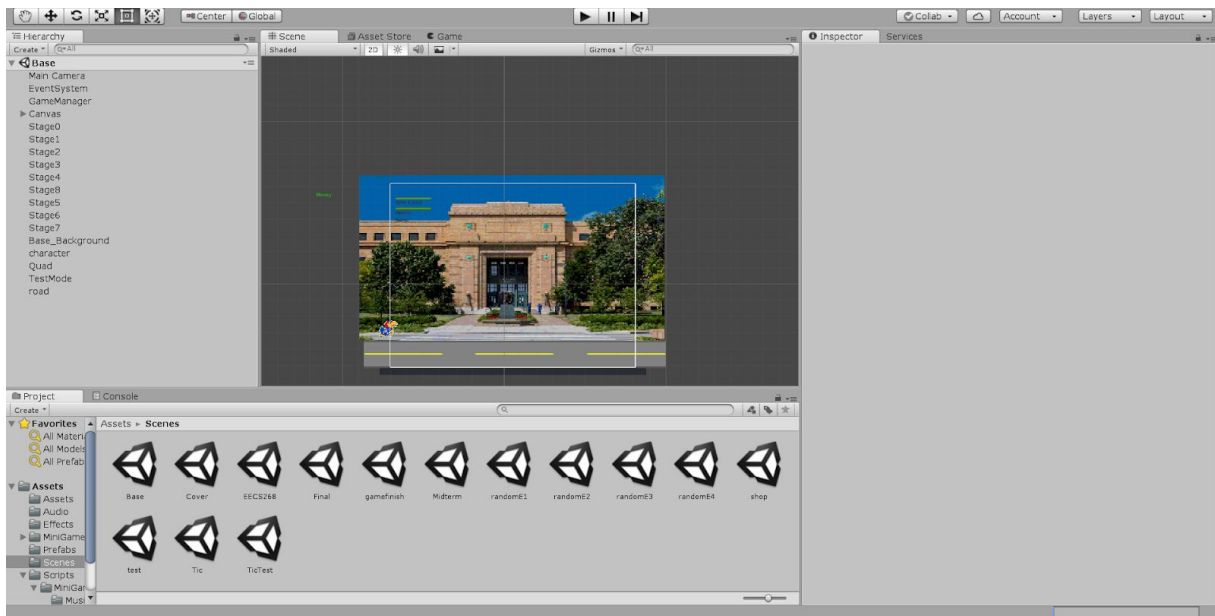


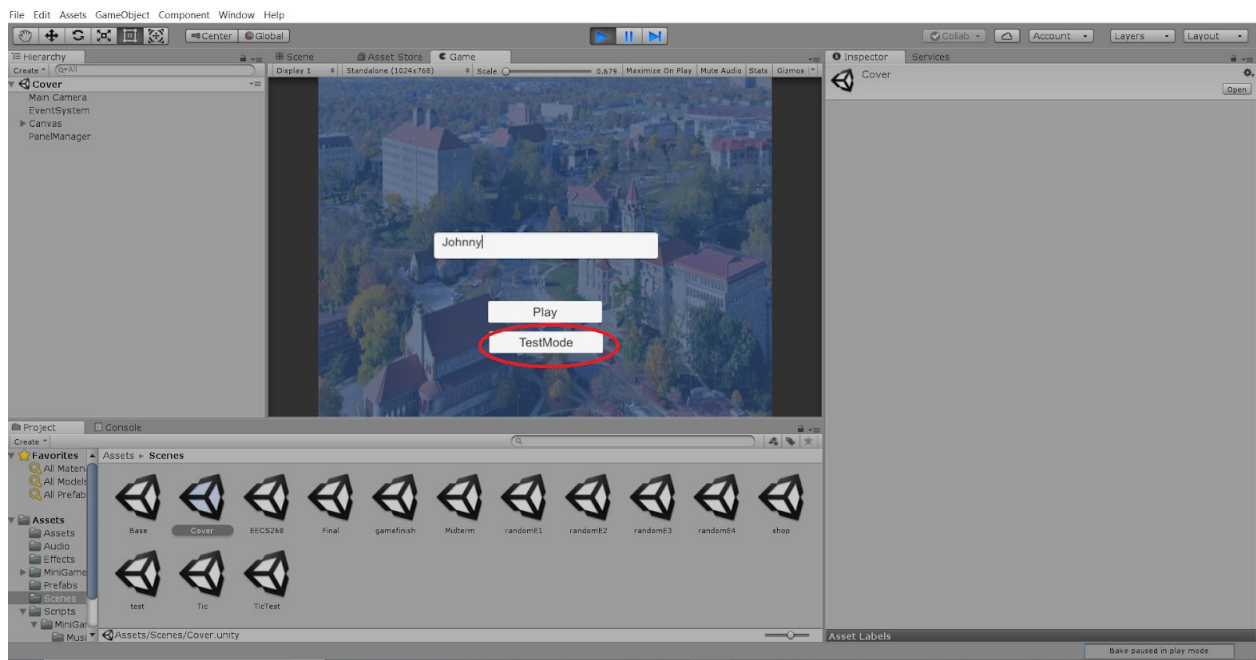
Welcome to A Journey Through KU, our video game that simulates the trials and traumas of an EECS student at the University of Kansas. This game was developed in Unity and scripts are in C#. This game features a test mode in addition to the play mode. Below we will go through how to enter the game and play it, and how to enter test mode and view the results:

Testing the Game:

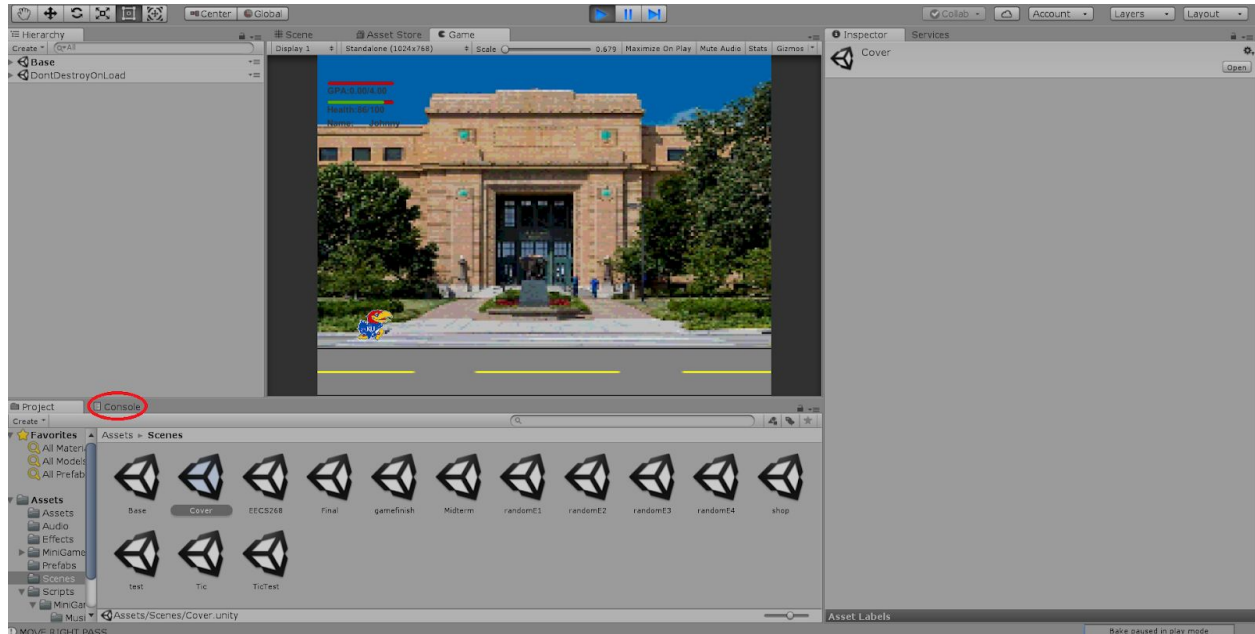
There are technically two ways to enter test mode. From within Unity, as the screenshot below shows, or through the built executable that Unity produces. Since we want to view the results on the console, run test mode from within Unity.



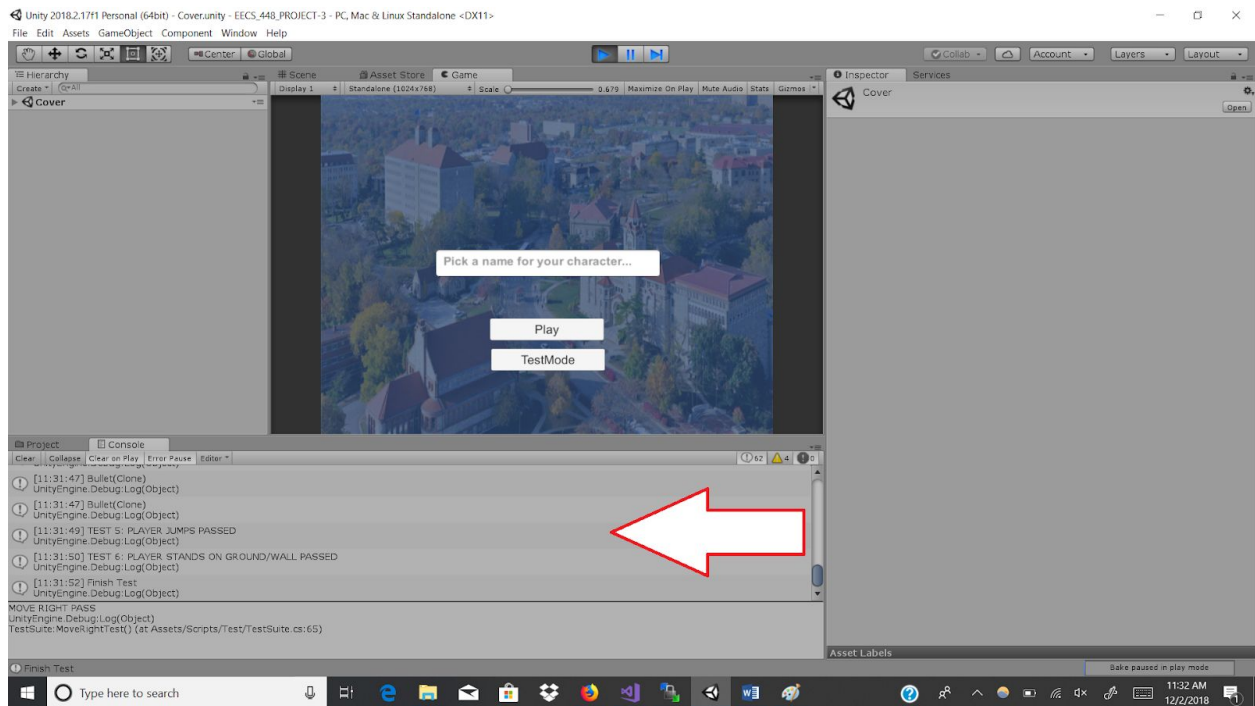
To enter the game through Unity, click on the play button on the top. It is circled in red in the second screenshot above. The screen that you now see is the Cover screen. From here you must enter your name and can select "play" mode or "test" mode. We want to test, so select test mode like below:



After entering test mode, keep your hands off the controls. You will notice all the movements being done automatically. Tests are being run and the results are sent to the console. Here's how to access the console:

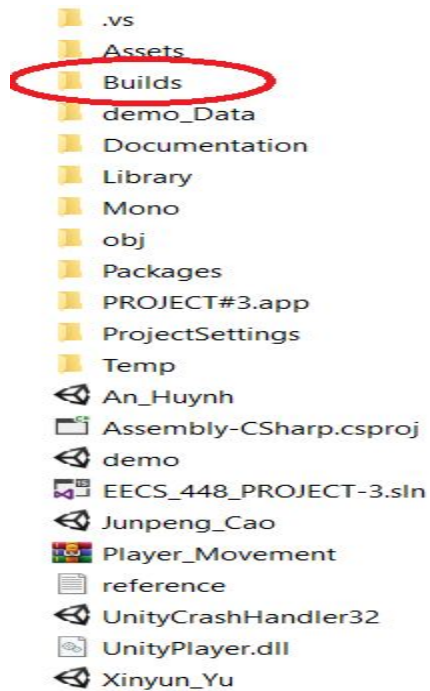


After clicking, you should see tests and their results up and down:



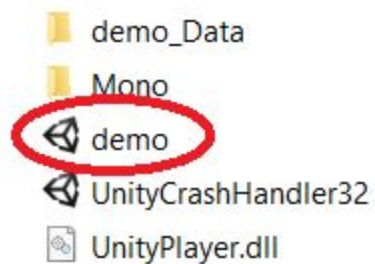
Playing the Game:

When playing the game, you probably want to play it through the executable file and not through Unity. So you want to access the demo build like so. Open the project folder and locate the "Builds" folder:



Enter the folder and locate the file called "demo." This is the game.

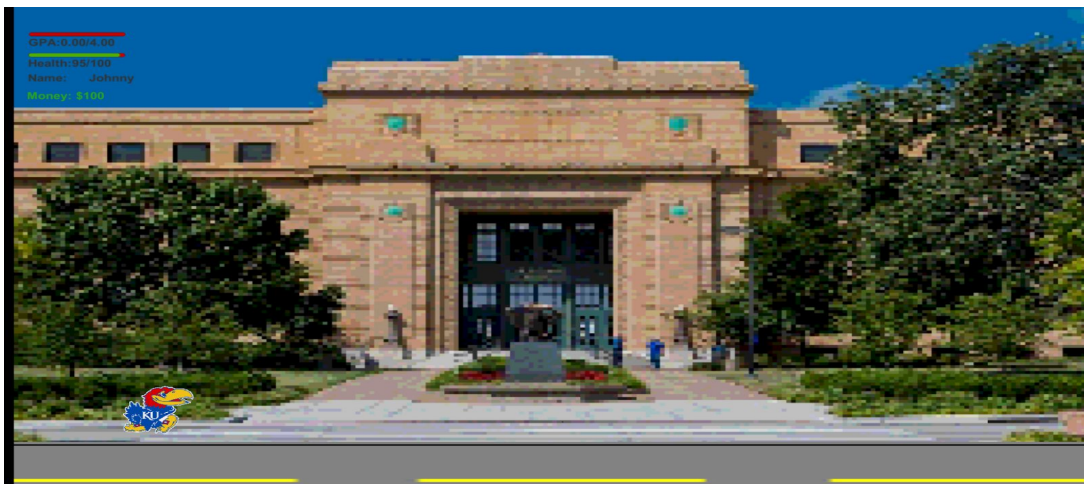
Click it:



A screen will pop up. Make sure to leave the box that says "windowed mode" unmarked. Click play to begin. You will be directed to the cover screen seen previously. Enter your name and click play:



You will see your character, the little jayhawk on the bottom left of the screen. Jayhawk can move left or right. When Jayhawk moves, he loses 5 health for every movement. Additionally, random events occur to Jayhawk as he moves about.

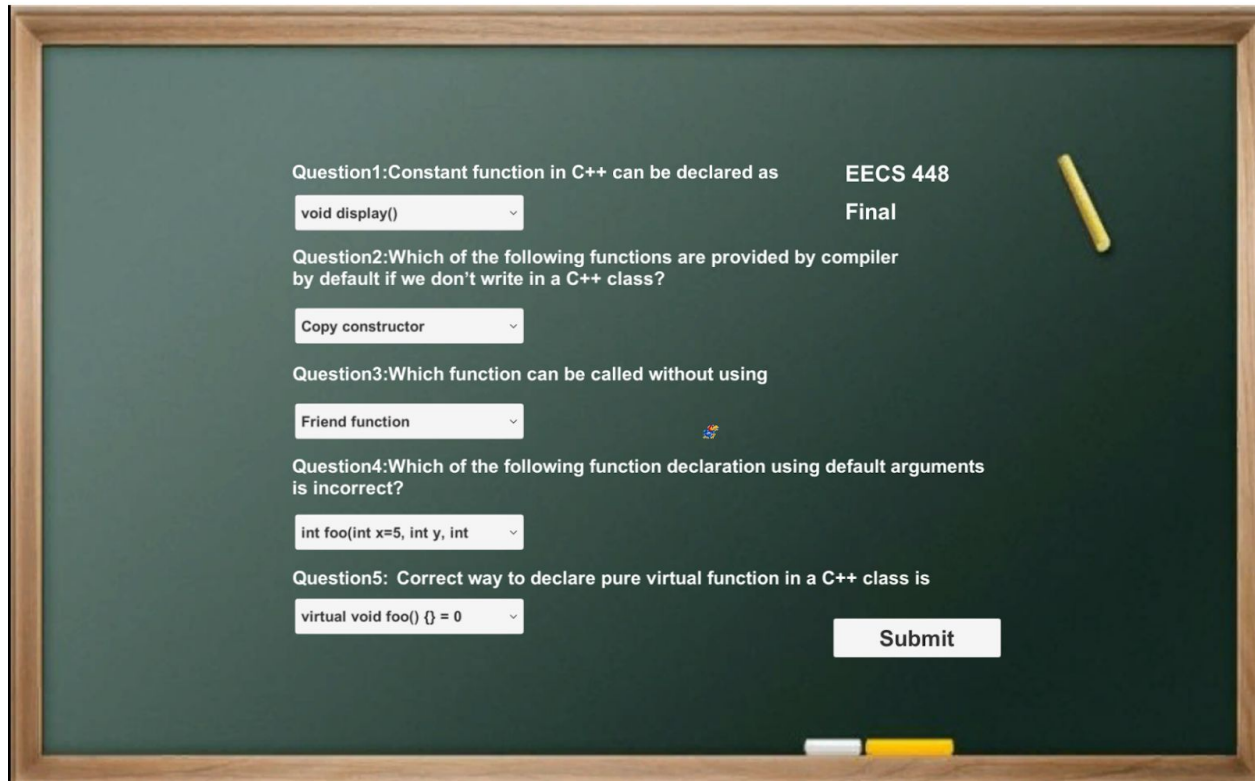


The first scene you will encounter is the shop. In the shop, simply click on the item you want to buy and if you have enough money, you will purchase it, its cost will be subtracted from your money total.



Click finish to exit and you can move on. As you keep moving, you will encounter random events and two exams. Continue to move through these events to finish the game. The outcomes of these events may affect your GPA and/or Health.

We hope you enjoy our game! Below are some miscellaneous screenshots of gameplay:





Dating

You met a beautiful girl during the
EECS 268 class and you want to
invite her for a dinner.



Roll the dice to see the result!