# Title

Under the Counter

# Short description

Survive Prohibition as a daring bar owner in an era where alcohol is illegal. Can you outwit the law and stay afloat?

# Description

*This game was developed as part of the Videogame Design and Programming course of the Politecnico di Milano.*

**GAME DESCRIPTION**

What if Prohibition were enforced again, making alcohol illegal? As a bar owner struggling to survive in this precarious economy, how will you navigate this dangerous new reality? How long can you keep your bar open without being caught?

**NEW FEATURES**

* More customers
* More cocktails
* Blitz mechanic
* Multiple endings
* Guest book
* Achievements

**GAME DOWNLOAD**

* **Windows**:
  + Download the file
  + Unzip the file
  + Run "Under The Counter.exe"
  + If Windows Defender warns you about the file, click on "Open anyway"
* **MacOS**
  + Download the file
  + Unzip the file
  + Run "Under The Counter.app"
  + Go to "System settings"
  + Go to "Privacy and security"
  + At the bottom of the page, there will be a popup with "Under the Counter", click on "Open anyway"

**DEVELOPMENT TEAM**

* **Gloria Gaggelli** - *"Can we make the logo bigger" guy - aka GAME DES. , CONCEPT ARTIST, UX/UI*
* **Luca Simei**- *Polenta and venison supplier  - aka  DEV.*
* **Gregorio Dimaglie** - *Night owl programmer  - aka  DEV.*
* **Riccardo Speroni** - *The alcohol mechanic  - aka  DEV.*
* **Mohammad Jabbarizadegan** - *Negroni addict  - aka  DEV.*

**DEV NOTES**

If you encounter a bug, please let us know by writing in the comment section. If you press **F1** a debug log will show up and start logging all subsequent errors: reporting the error text can help us identify the problem. Thank you in advance!