

Game Title: HeistExam

1. Description

This game is a stealth-based adventure where players must infiltrate a professor's office to steal an exam. Players must use strategy, tools, and their environment to evade guards and security systems while retrieving the exam and escaping uncaught.

2. Installation Instructions

- Download the game from the official source.
- Download the "DDJD-PP-G01-ExamHeist-game.zip" file from the itch.io page and unzip it.
- Execute the "ExamHeist.exe" file inside the extracted folder to launch the game.

Warning: Some antivirus softwares consider our game executable malicious so you might need to disable your antivirus in order to play the game.

3. Playing Instructions

We have a Tutorial and Instructions section for any new player to get used to the game. However, here are the instructions of the key aspects of the game:

Controls

- Use the 'A'/Left Arrow and 'D'/Right Arrow keys to move the character. Use the Up and Down arrow keys to execute game actions.

Pause Menu:

- When playing the game press the 'Esc' key to pause the game. Here you can Resume, Restart, Go Back to the Main Menu or Quit the Game. Menu options can either be clicked with the mouse or selected using the Arrow and Enter keys on the keyboard.

Professor's Desk (Safe)

- The exam is stored on the professor's computer, protected by a password.
- Once the player obtains the password and the USB Pen, they must access the computer and type the password within a time limit to gain access. Failure or running out of time triggers an alarm.
- Press the Up Arrow key to start accessing the computer.

Items and Tools (Keys)

- USB Drives (Access Keys):
 - Allows access to the professor's computer.
- Password Papers:

- Placed across the map.
- Each contains a part of the password.

NPC Guards (Professor and Security Guards)

- Security Guards:
 - Patrol the hallways.
 - If discovered, players can attempt to flee and hide before being captured.
- Professor:
 - Stays on his office but takes short rests to leave his room. Use this as an advantage to access his computer.

Obstacles and Security Systems

- Security Cameras:
 - Cameras move and have visible cones of vision.
 - Players can attempt to disable cameras using the electrical panel.
 - When a player is detected, guards become faster and the doors gates are activated.
- Door Gates:
 - When the alarm system is activated, door gates impede the player from entering the doors that allow him to exchange floors.
- Timer:
 - Once you enter the facility, a timer will start. You need to leave the building at that time, otherwise you lose the game.

Power-Ups and Strategies

- **Stealth Mode:** Players can hide inside cabinets or under tables. Press Up Arrow key to hide and Down Arrow key to unhide.
- **Speed Boost:** Drink an energy drink to temporarily increase movement speed to escape quickly.
- **Electrical Interruption:** Players can shut off electricity via an electrical panel, temporarily disabling lights and the alarm system. However, this also disables computer access.

Scoring

- The faster you leave the facility, the better score you'll have.
- If you are never detected by cameras, extra points will be given.

4. Team Members

- João Pedro Antão Sobral (up202108736)
- Rafael Neves Teixeira (up202108831)

5. Ownership

Resources

- Most of the assets resources used in the project were downloaded from <https://limezu.itch.io/moderninteriors/devlog/207713/free-version-overview>
- As the owner of those assets states, the sprites can be used for private and non-commercial purposes.