

Who Goes Where?

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Game Description

Who Goes Where? is a two-player escape-room-like puzzle game in which two players work together to solve riddles to escape the pit. The Story begins with two travellers, **Lila** and **Dilaw**, who wandered too far into the **Ghastly Meadows** and fell into this strange cave. Separated into differing areas, the two players must work together as the clues needed to climb their way to the top are scattered between them.



Game Mechanics

Player Controls

Movement

- W: Move Forward
- A: Move Left
- S: Move Right
- D: Move Downward

Object Interaction:

- E: Interact with Object
- Which are either:



Books or



Pressure Plates

- SPACE: Exit

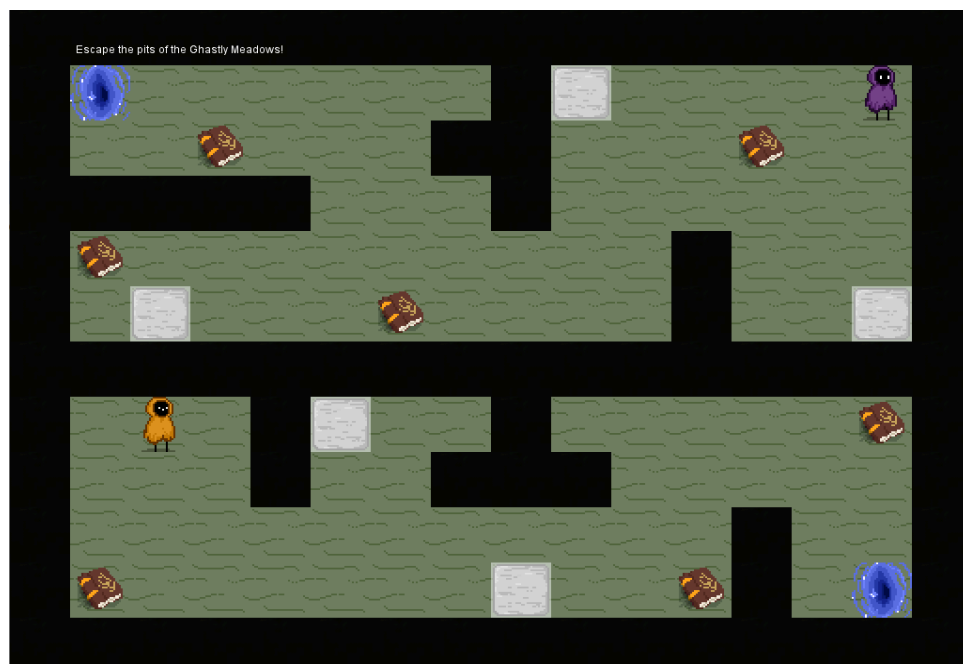
The core mechanics of the game rely on the traditional keyboard controls for navigation and object interaction. Players move their characters using the **W**, **A**, **S**, and **D** keys, allowing them to explore the rooms and reach interactive elements. Pressing the **E** key enables players to interact with the objects. Players interact with their surroundings either by reading clues from books or activating pressure plates.

When interacting with books, the book's Title and content will be shown on the screen, offering clues on the sequence of enabling the pressure plates. Press **SPACE** to exit the book information tab. The clues are in order of the ranking of chess pieces. The order of clues is: The **King's** Prologue, The **Queen's** Demise, Diary of a Rookie **Rook**, Forthcoming of the New **Bishop**, and The **Knight** of my Night.

Players can only progress to the end of the game once the puzzle has been solved and **both players are currently within the bounds of their portals**.

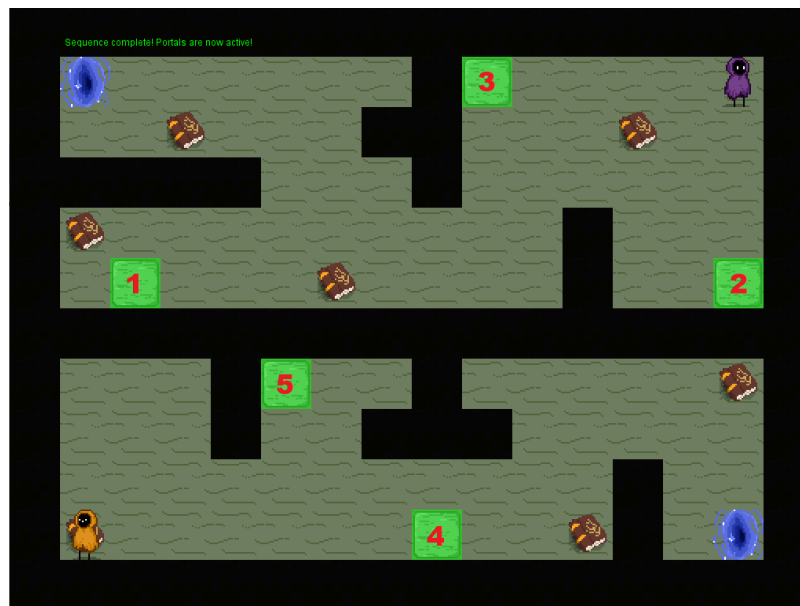
As players are placed in separate areas and hold different pieces of the puzzle, the two must work together and communicate to piece together cryptic or symbolic clues. Miscommunication can result in incorrect inputs, resulting in an unfavorable outcome.

Detailed Instructions



In this map, the green tiles represent walkable areas for the players, while the black tiles are areas the players can not pass through. Two blue portals are found at the corners of each player's respective area and will need to be activated by finishing the puzzle.

How to Win the Game:



1. Each Player may interact with the books found in their respective areas to garner clues about the sequence of enabling the pressure plates.
2. Player 1 (**Lila**) enables the three pressure plates found in her area according to this sequence, starting from left to right: 1, 3, 2.
3. Player 2 (**Dilaw**) then enables the two pressure plates in this sequence from left to right: 5, 4.
4. After solving the puzzle, both players must go to their respective portals.
5. Game Won!

