



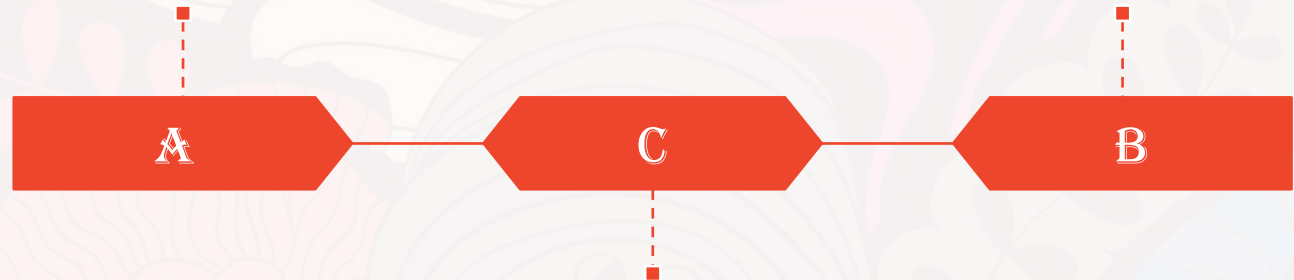
COP290- DESIGN PRACTICES

Night Core - Game Dev

Winning Criteria – Level 1

**SOLVE THE
RIDDLES**

**COMPLETE THE
TASKS**



**COLLECT THE
FLAG NEAR SAC.**

Rules :

A

SOLVE THE RIDDLES

C

COLLECT THE FLAG NEAR SAC.

B

COMPLETE THE TASKS

A

SOLVE THE RIDDLES

C

COLLECT THE FLAG NEAR SAC.

B

COMPLETE THE TASKS

Riddles level 1



RIDDLES – LEVEL 2



SCREEN - LHC



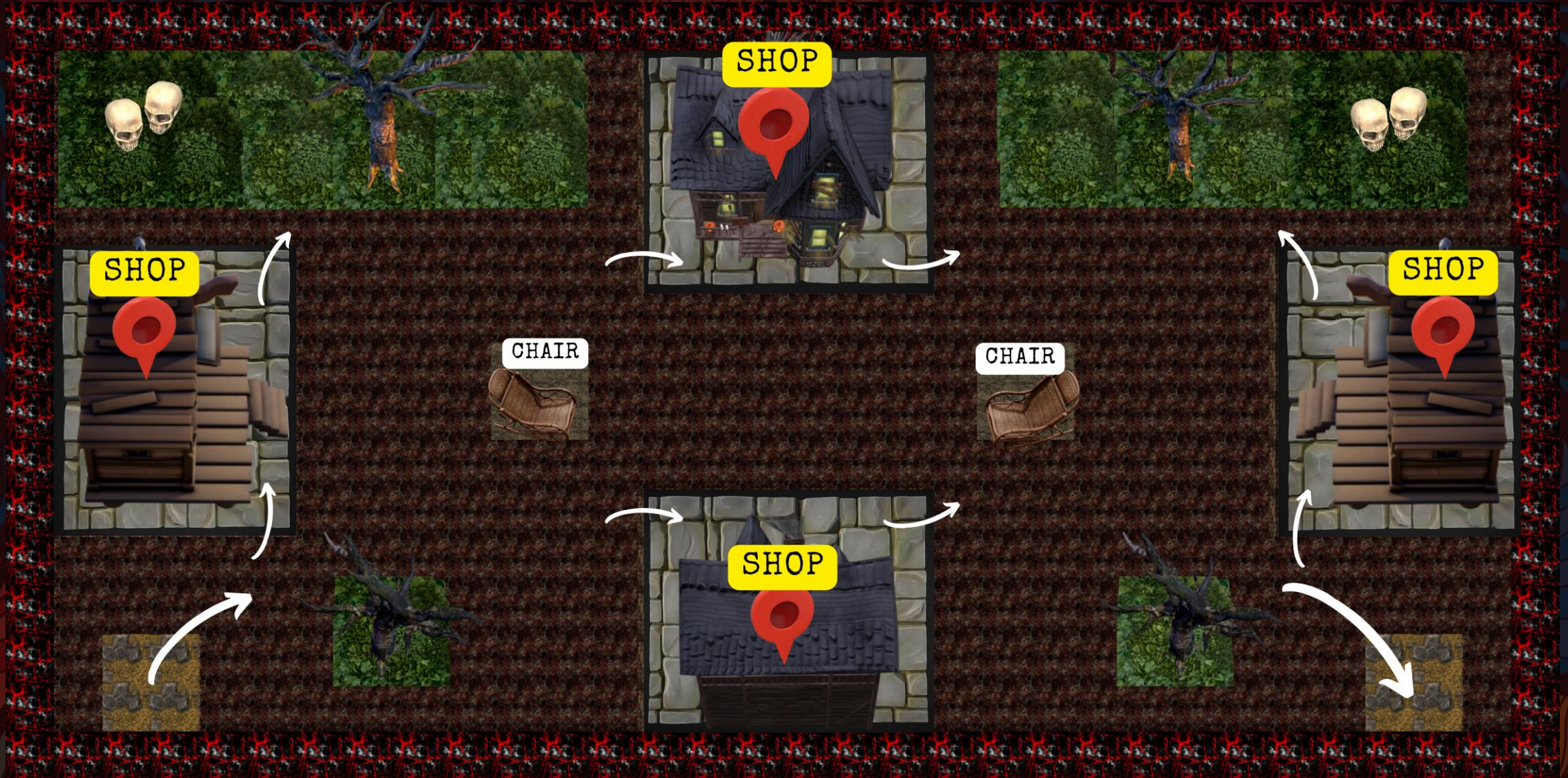
SCREEN - HOSTEL



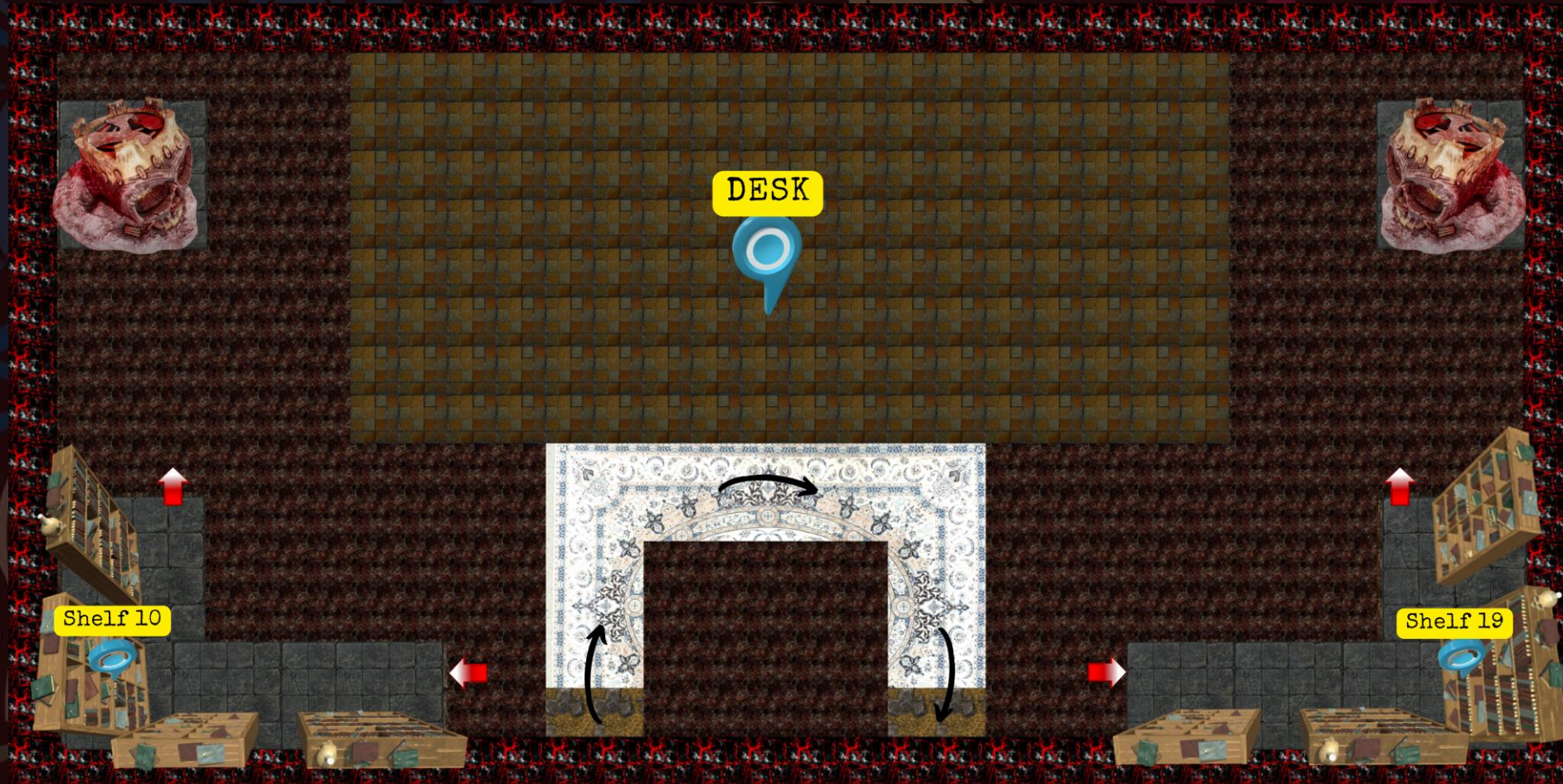
SCREEN - LIBRARY



SCREEN - STAFF CANTEEN



SCREEN - SCOOPS



SCREEN – MAIN MAZE





RULES

1) Screens of our game 2) Rules of our game a) You need to keep the word of advice in your mind always. b) The entry tile that has been marked with green is there to guide you. The actual tiles are nearby, find them c) Colliding with a zombie implies deduction of points while collecting coins increases your points d) The arrows help you navigate the maze. e) Flags are there to mark the winning tile but you can win only if you complete all tasks and solve all riddles. f) Riddles tell you which place to go to next and when you reach there, you get the task you were supposed to do. g) If you complete a subtask, only then you get to see your next task.