



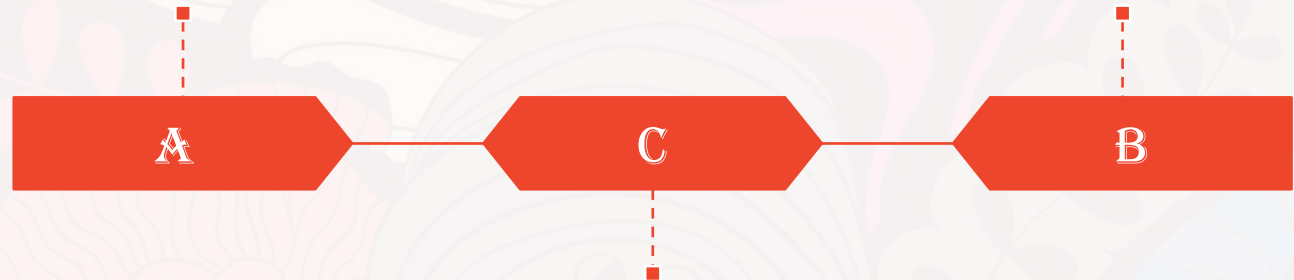
COP290- DESIGN PRACTICES

Night Core - Game Dev

Winning Criteria – Level 1

**SOLVE THE
RIDDLES**

**COMPLETE THE
TASKS**

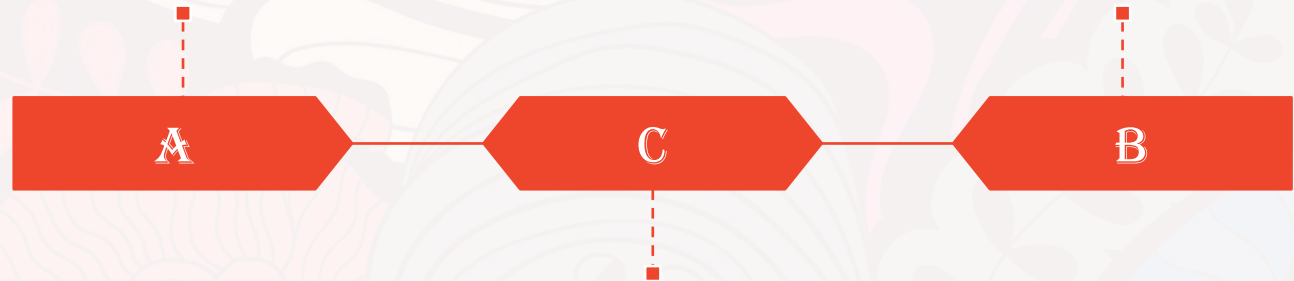


**COLLECT THE
FLAG NEAR SAC.**

Winning Criteria – Level 2

SOLVE THE
RIDDLES

COMPLETE THE
TASKS



REACH THE EXIT.

Riddles level 1



RIDDLES – LEVEL 2



SCREEN - LHC



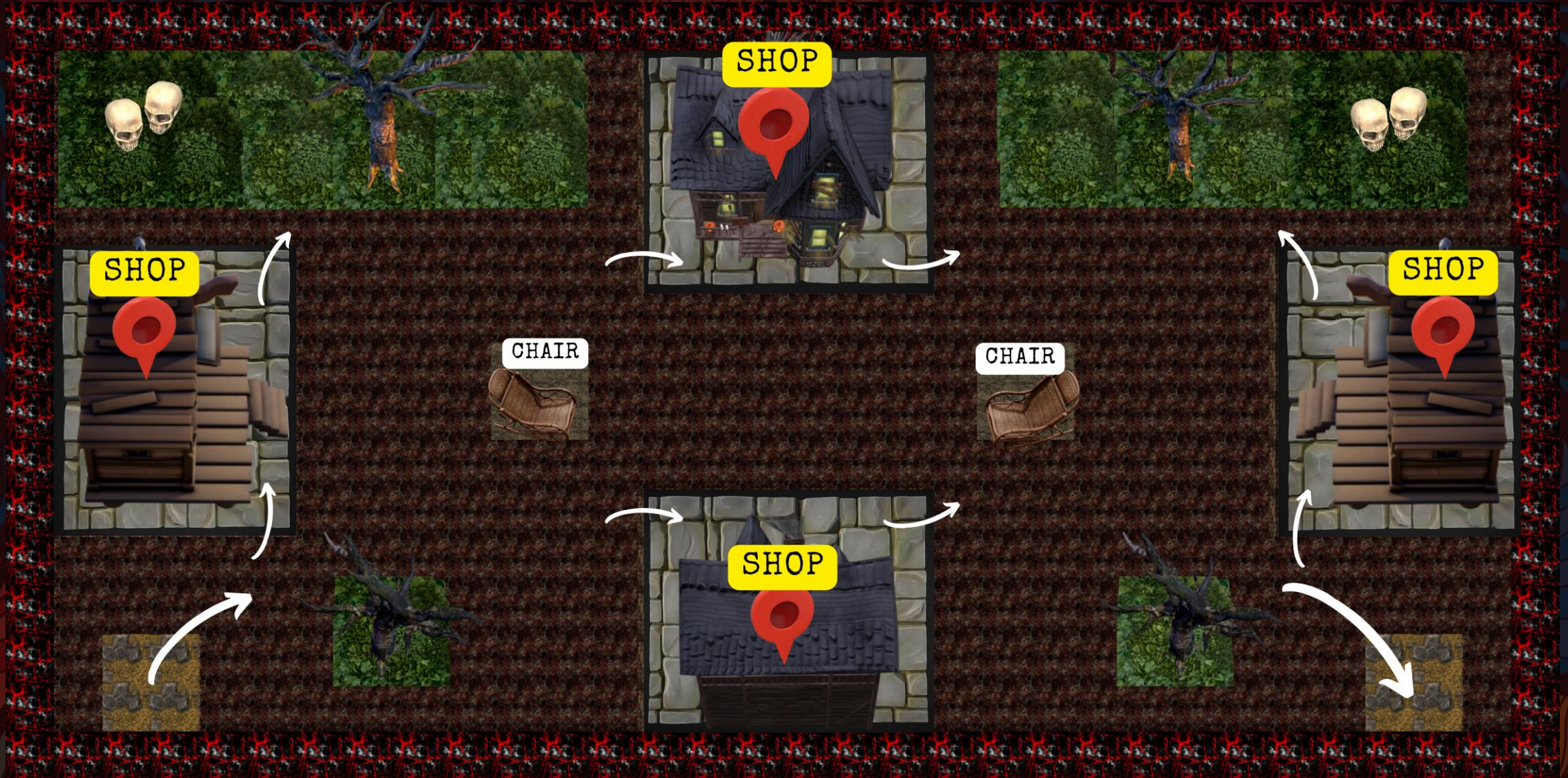
SCREEN - HOSTEL



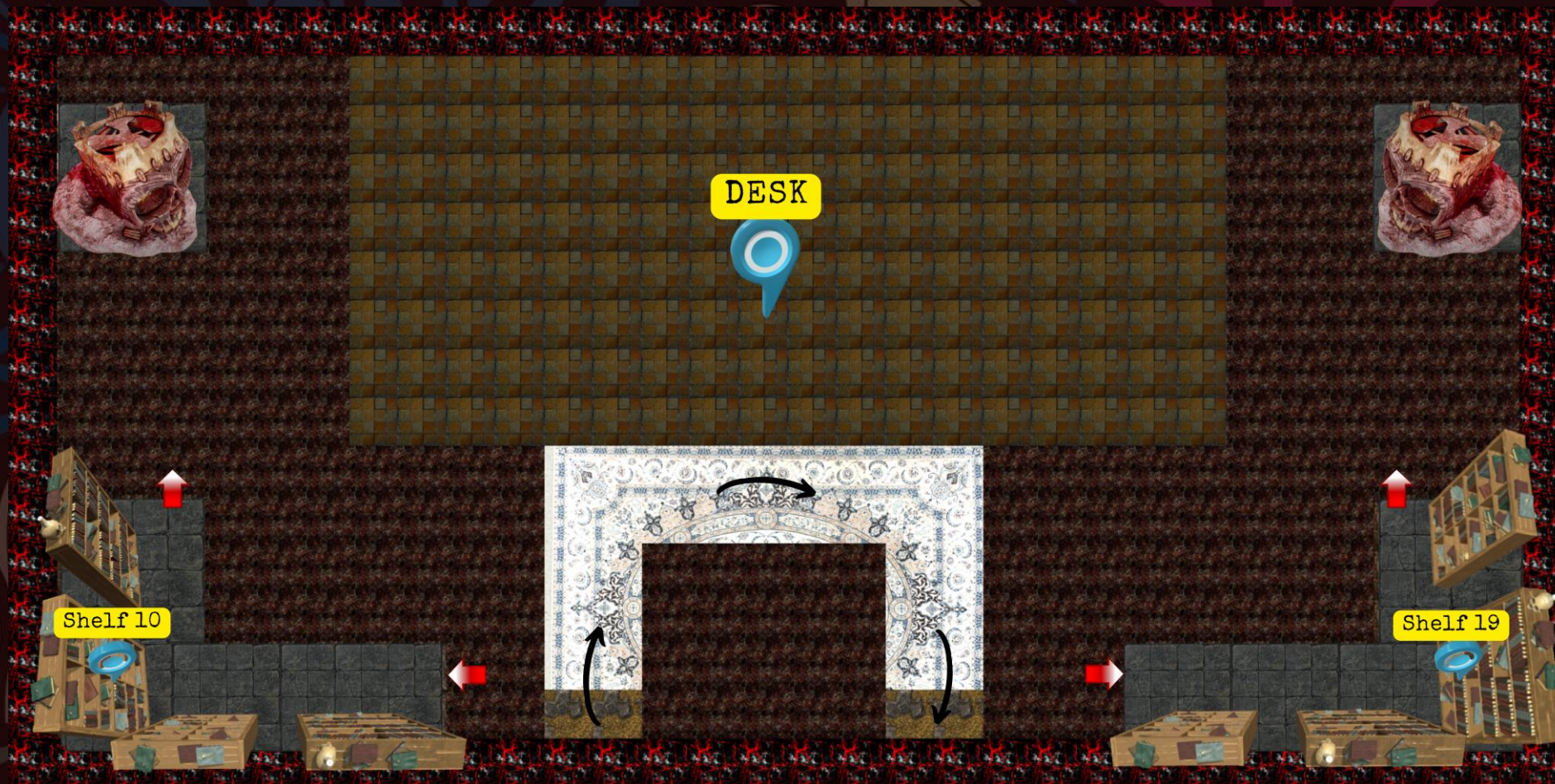
SCREEN - LIBRARY



SCREEN - STAFF CANTEEN



SCREEN - SCOOPS



SCREEN – MAIN MAZE



Rules

- 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.