

Instruction sheet

Installation and gameplay of the game

This game requires:

- 2 players (at least 12 years old)
- CAVE (cave automatic virtual environment)
- 5.1 Surround sound system

The CAVE and sound system must be set up and ready. After that it's just a matter of running the executable file in the "Uncharted Kave Executable" directory named "UnchartedKave.exe". Upon executing this file, an options screen pops up. These settings depend on the CAVE setup (resolution, ...).

The game starts in an idle state until one or more players enter the CAVE room.

After that, the main menu is shown as well as written instructions on how to play the game. At this point, players can read them and click a button underneath them to continue. After pressing continue, an instructions video is played to explain the game mechanics, its goal and how to achieve it. To start the game the continue button must be pressed again.

Upon starting the game, the countdown starts and the first puzzle is presented to the players. Players must find clues and patterns in the walls to find out the puzzle's solution code. This code must then be entered using a keypad on the right wall in order to unlock and open a door. After completing a puzzle, if there are still puzzles left to complete then a transition is played and the next puzzle presented, otherwise the victory world is presented. If the countdown gets to 0 before all puzzles are solved then the players lost the game and the defeat world is presented.

Both the victory and defeat worlds allow players to play again. It's important to note that both players must agree to play again as it's a two-player game. If both agree, the main menu is presented.

Compilation of the source files

To develop the digital game, we used Unity for Windows, version 5.6.0f3 (64-bit).

The game can run directly in the Unity editor or can be built and run using the CAVE system.