

DEATH TRAP PUZZLE

Group 4





It's quoted from the popular game " ■
uncharted" specifically part Four

It is a puzzle called " death tile ■
puzzle"

It contains two tiles ; trap or saftey ■

The player must understand the ■
puzzle to avoid the traps to win





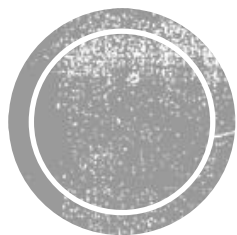


BEFORE START THE GAME

let's take an idea from the real game

Series "uncharted" considered as an icon in the world of games and famous for the quality of Graphics and the game is interesting story telling, the game talked about different culture , Religions and countries .

In the third part, it was talked about the city of "iram, the Pillar of the Pillars" . The production company is crew actually came to the Empty quarter to study The desert environment.







This would suck.

Interface : *Ghizlan*

Start : *Elham*

Deathtrap : *Team work*

Reset : *Raghad*

Escape : *Amjad*