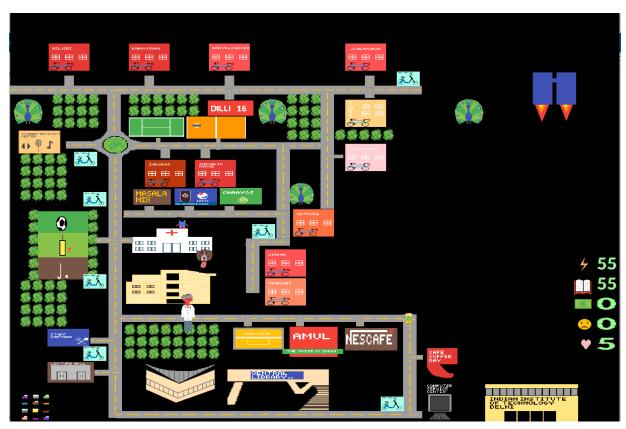
This is the main map of the game with interconnecting roads. The game tries to mimic the objectives of a student till graduation from IIT

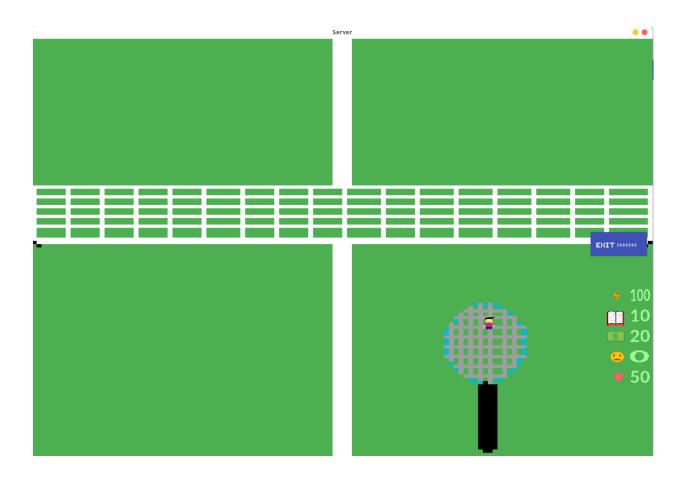
- Key arrow up, down, right, left would be used for commuting in between the places.
- To take a yulu cycle one must go near a yulu stand and press the key 'y'
- Similarly to drop a yulu cycle one must go to another/same yulu stand and drop there
- If someone has taken yulu then his total money would be deducted by 1 for every 1 second

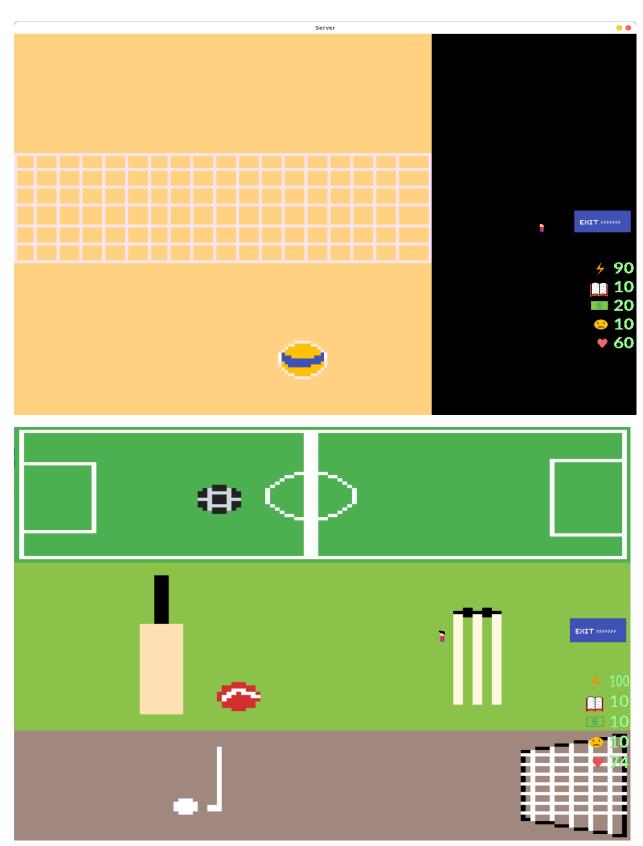
- If a person has money >=60 then the person can buy a jetpack from this money
- The jetpack lasts for 15 seconds or the entering of the player to some location
- If the player does not enter into any location then the jetpack would be removed and the person would be brought back to the point where he took the jetpack



There are several ground where a person can play sports

- In tennis court for every game energy would be decreased by 10, health and happiness would be increased by 10
- Similar change of attributes happen in all outdoor sports like volleyball, football, hockey,cricket





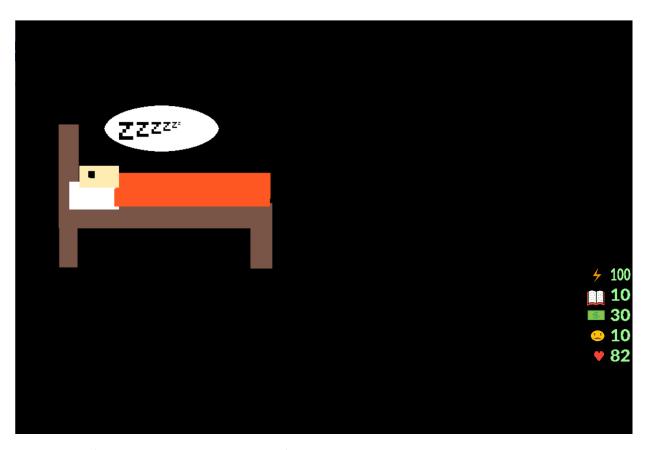
Inside access is provided only in case of 2 hostels – One of the player can go inside Shivalik other inside satpura

## The following is the image of shivalik hostel

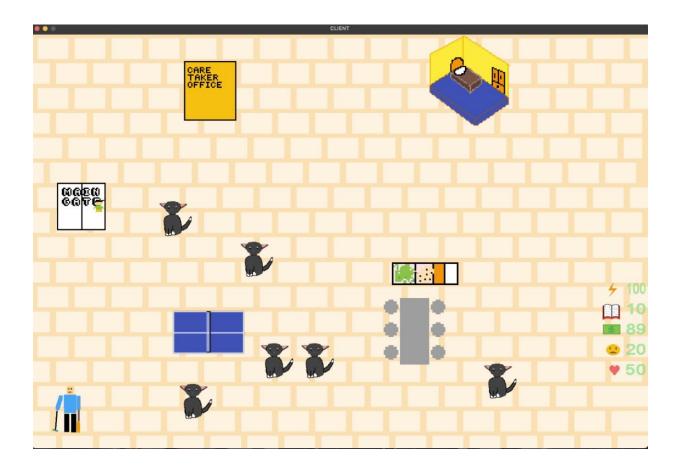
- One can have food in mess leading to decrease in happiness by 5 and increase in energy by 10
- By playing table tennis energy would be decreased by 5 units and happiness would be increased by 5 units



- A player can also go in the room of the corresponding hostel and sleep there.
- For every 1 second of sleep health and energy would be increased by 1 unit



Similarly the figure below is the inside view of satpura hostel



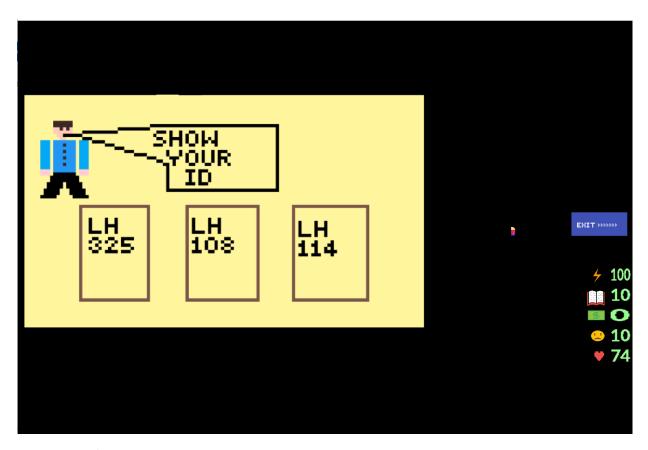
The figure below is the view of any outside food stal, shop, restaurant

- For every meal taken outside mess money would be decreased by 20, health by 10
- Happiness and energy would be increased by 10



Inside LHC three lecture halls are shown where the following lectures are going – 325 – MTL390 108-COL226

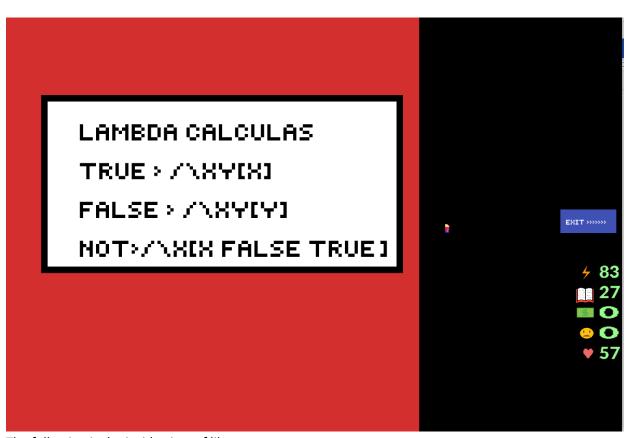
114 - COL216



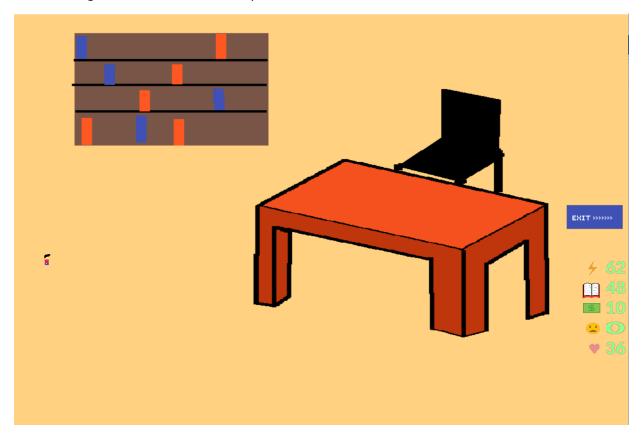
## Inside view of LH108

When a player enters a lecture hall then for every second of lecture -

- His health, happiness, energy decreases by 1
- His knowledge would be increased by 1

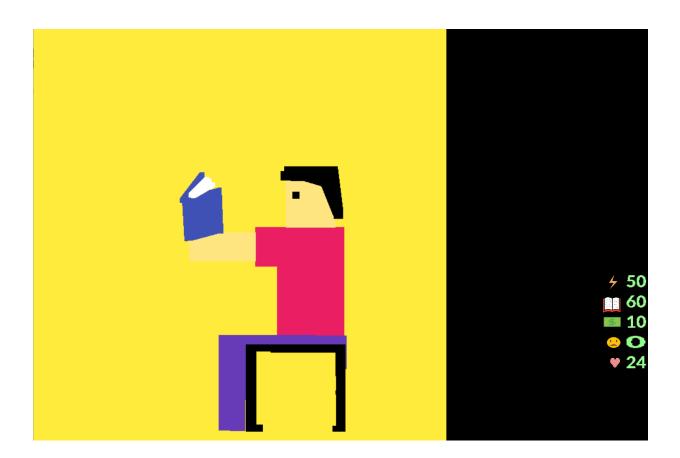


The following is the inside view of library



When a person starts studying in the library then for every second of study -

- His health, happiness, energy decreases by 1
- His knowledge would be increased by 1



Inside view of CSC -

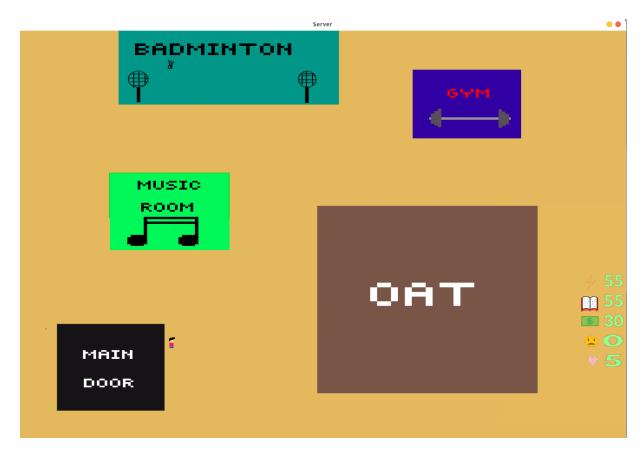
For every second spend inside csc -

- His health, happiness, energy decreases by 1
- His knowledge would be increased by 1



## Inside view of SAC-

- Inside SAC a person can either do weightlifting or play badminton both of which will lead to change in attributes similar to other outdoor sports
  - Listening to music causes a decrease in energy of 5 and an increase in happiness of 5



Inside oat – a dance show is taking place

For every second spent inside oat happiness would be increased by 1



Players can choose for another game in case of win and loss



The icons for health, energy and happiness are dynamic in nature