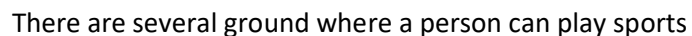
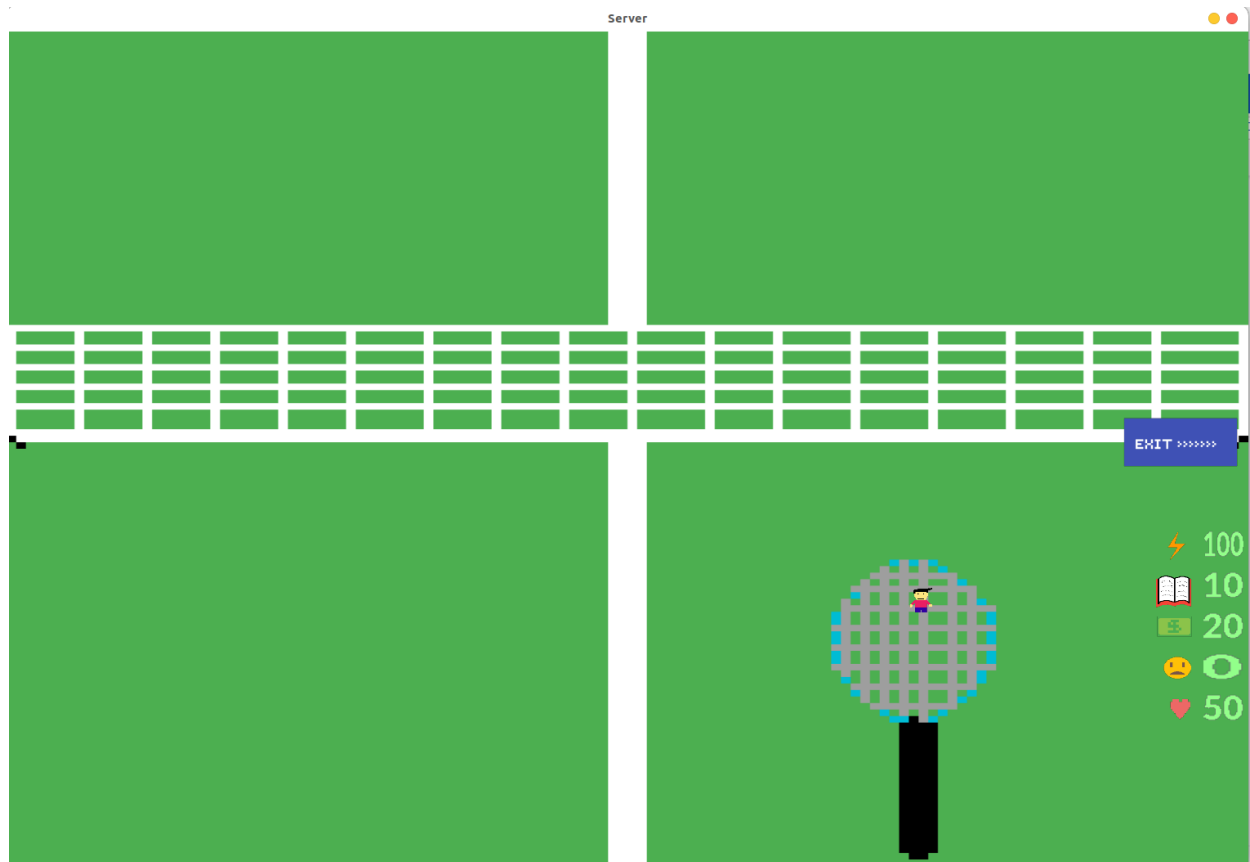


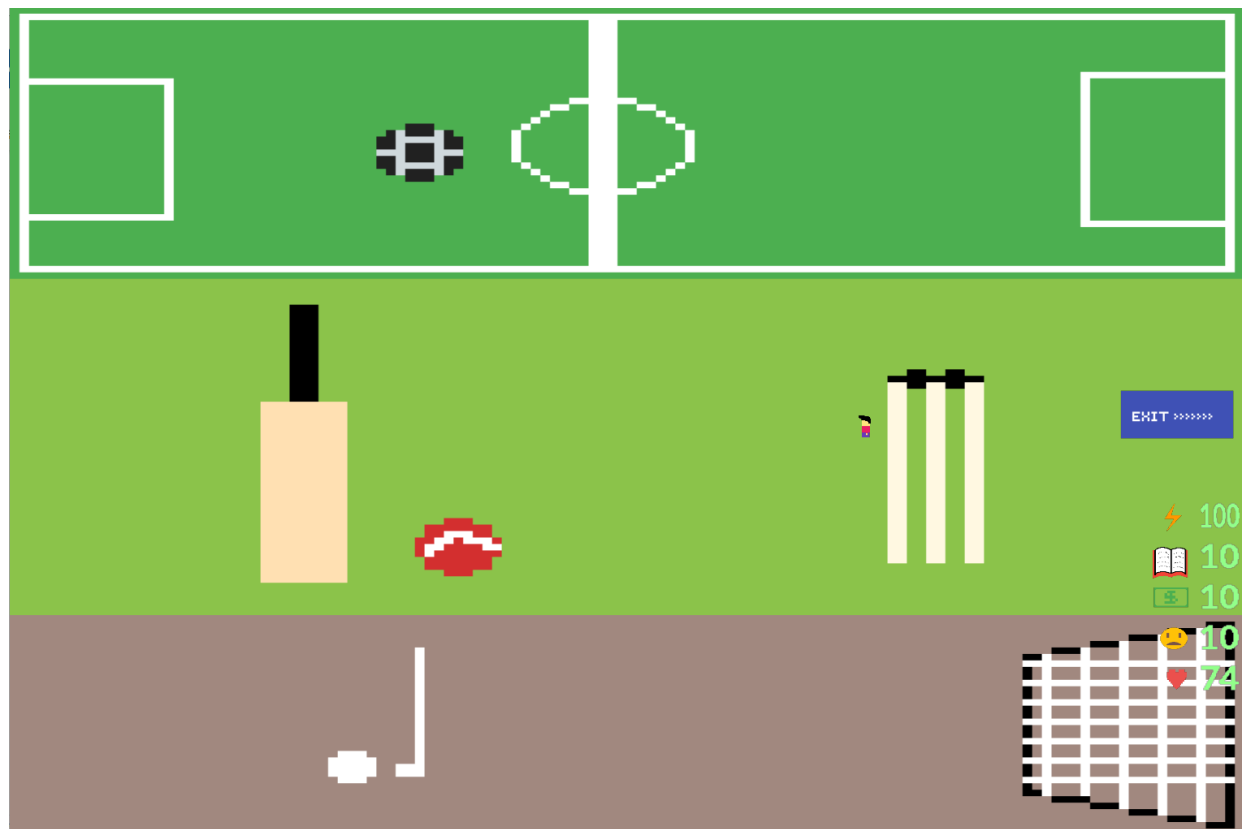
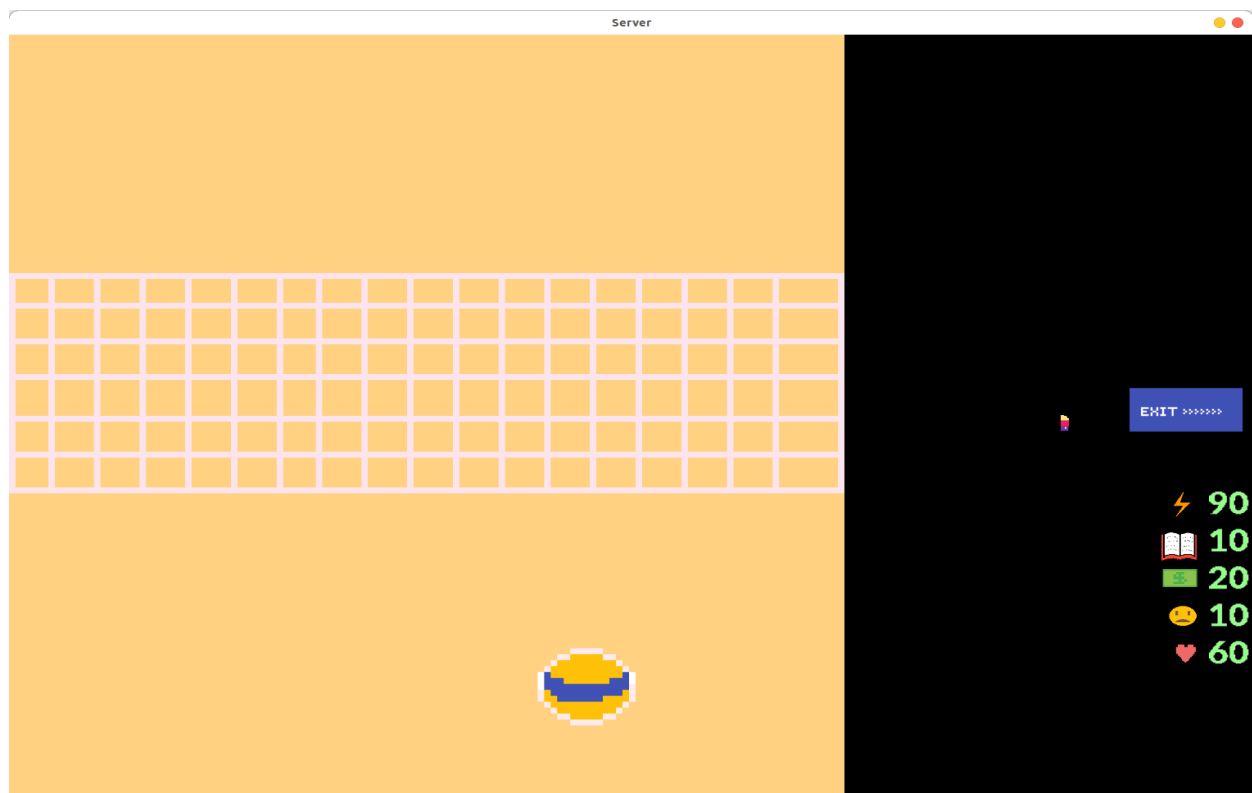
There are several ground where a person can play sports

- 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

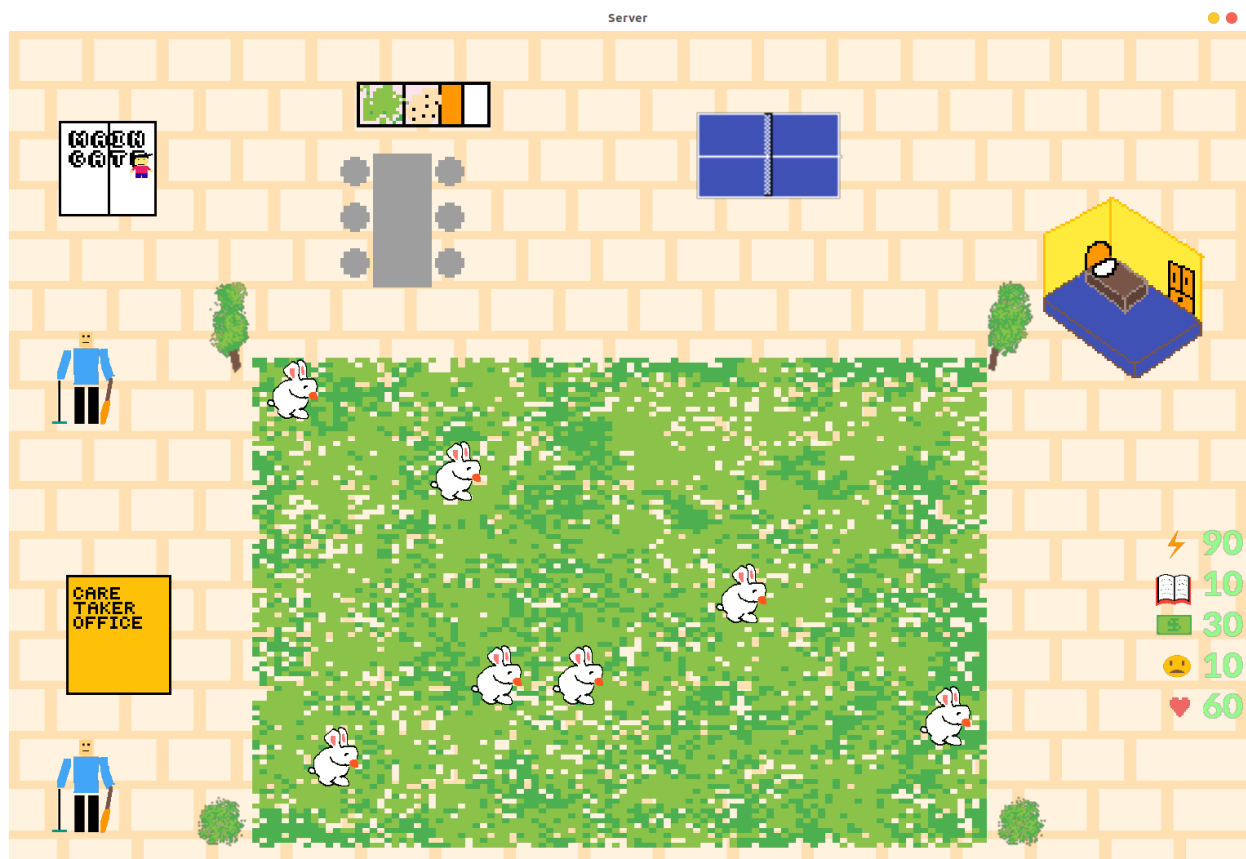




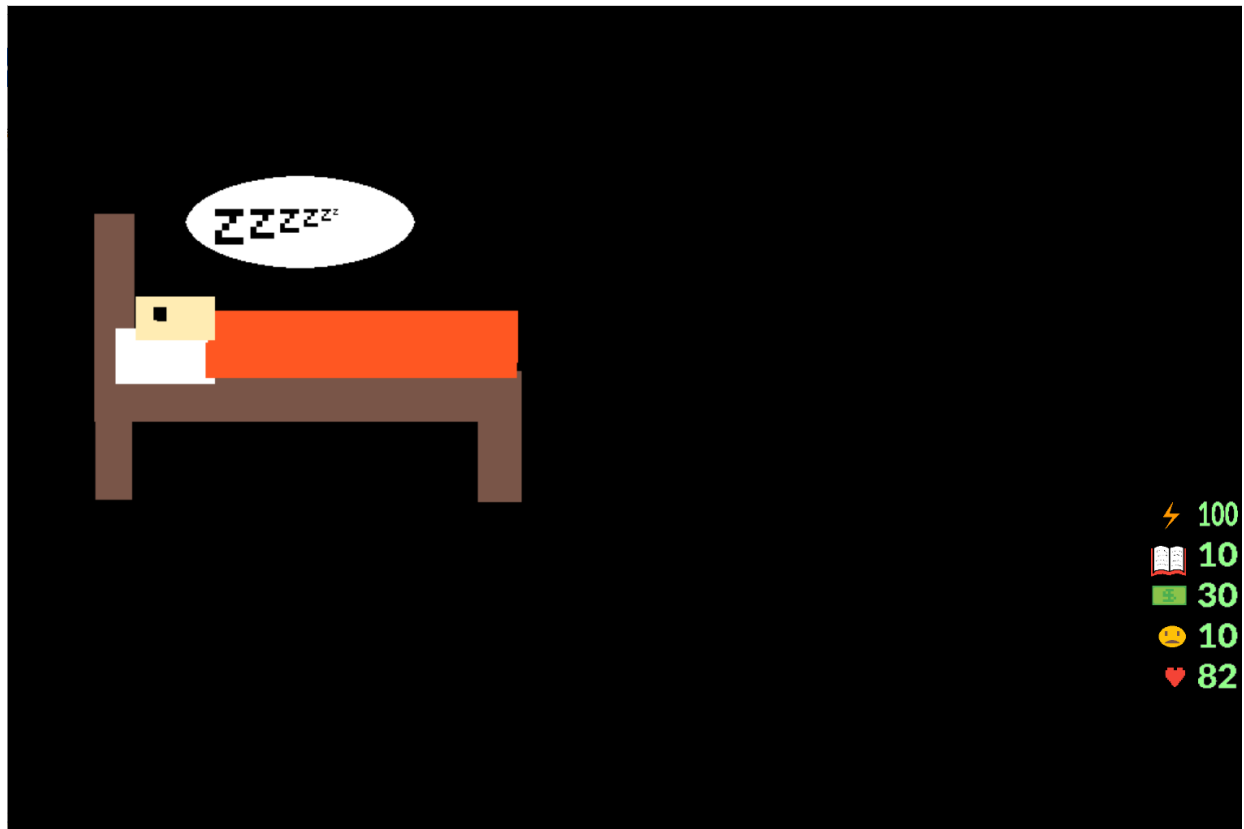
Inside access is provided only in case of 2 hostels – One of the player can go inside Shivalik other inside satpura

The following is the image of shivalik hostel

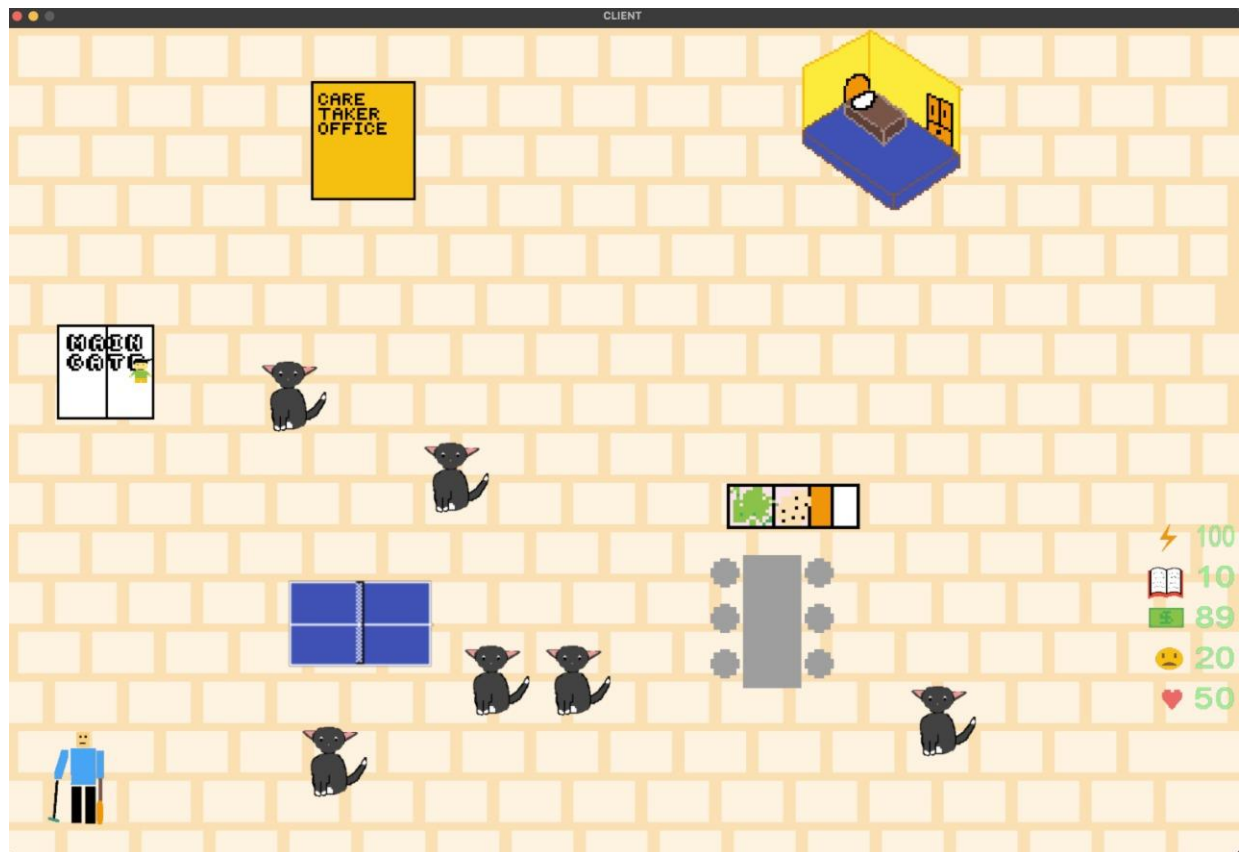
- One can have food in mess leading to decrease in happiness by 5 and increase in energy by 10
- By playing table tennis energy would be decreased by 5 units and happiness would be increased by 5 units



- 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

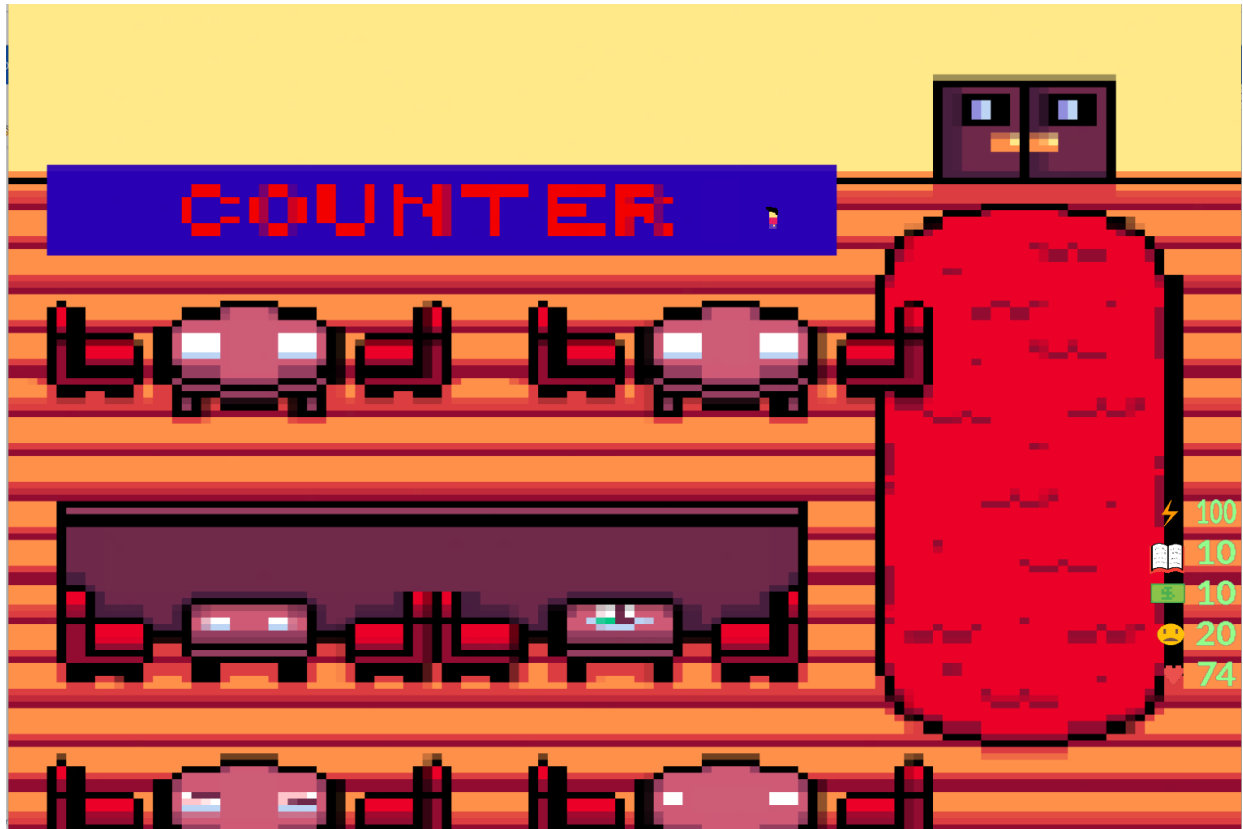


Similarly the figure below is the inside view of satpura hostel



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

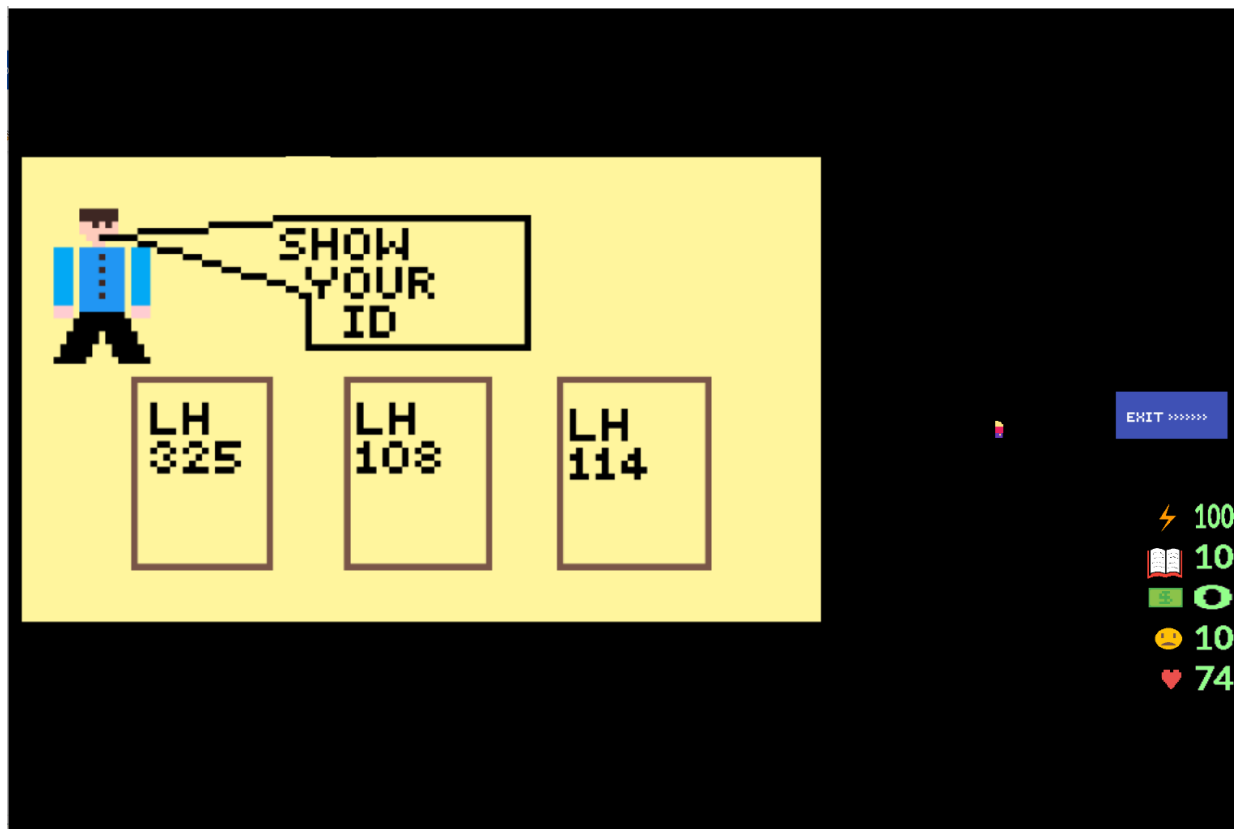
- For every meal taken outside mess money would be decreased by 20, health by 10
- Happiness and energy would be increased by 10



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

108-COL226

114 - COL216

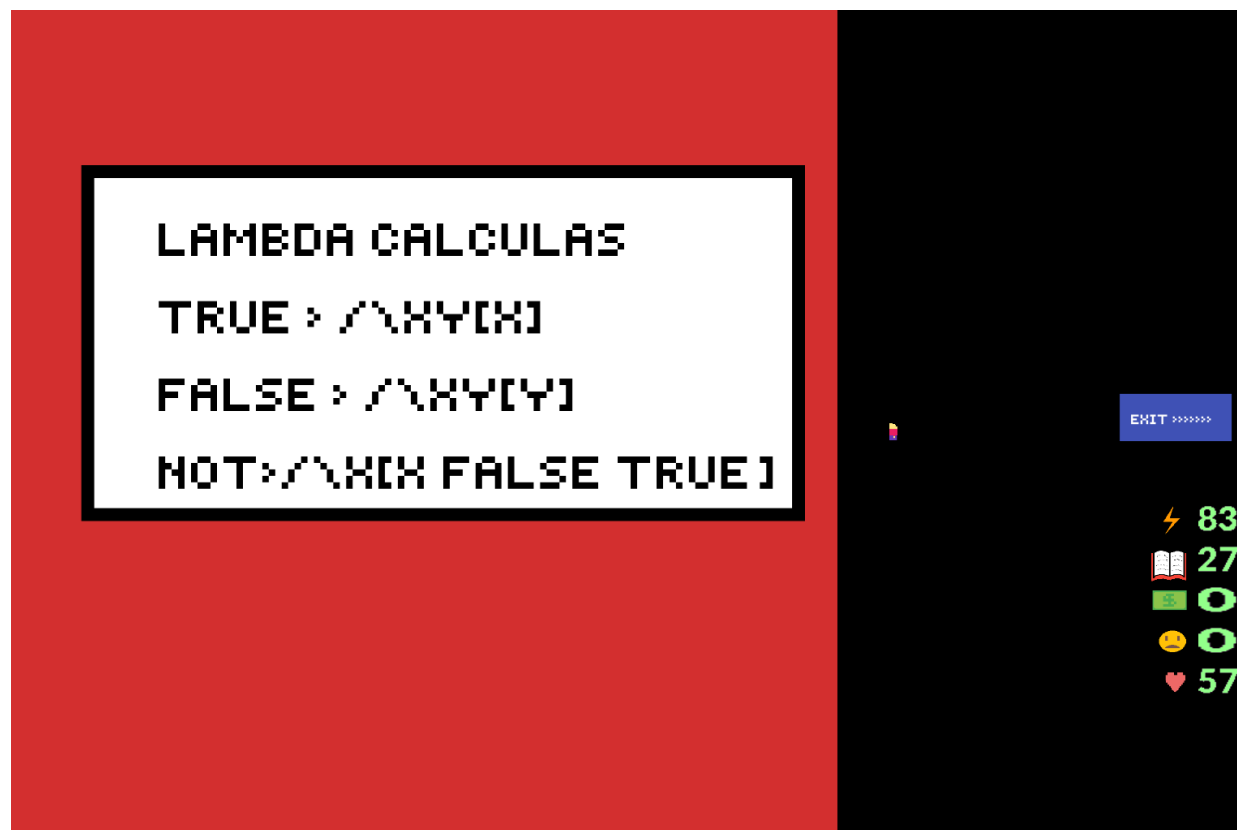


Inside view of LH108

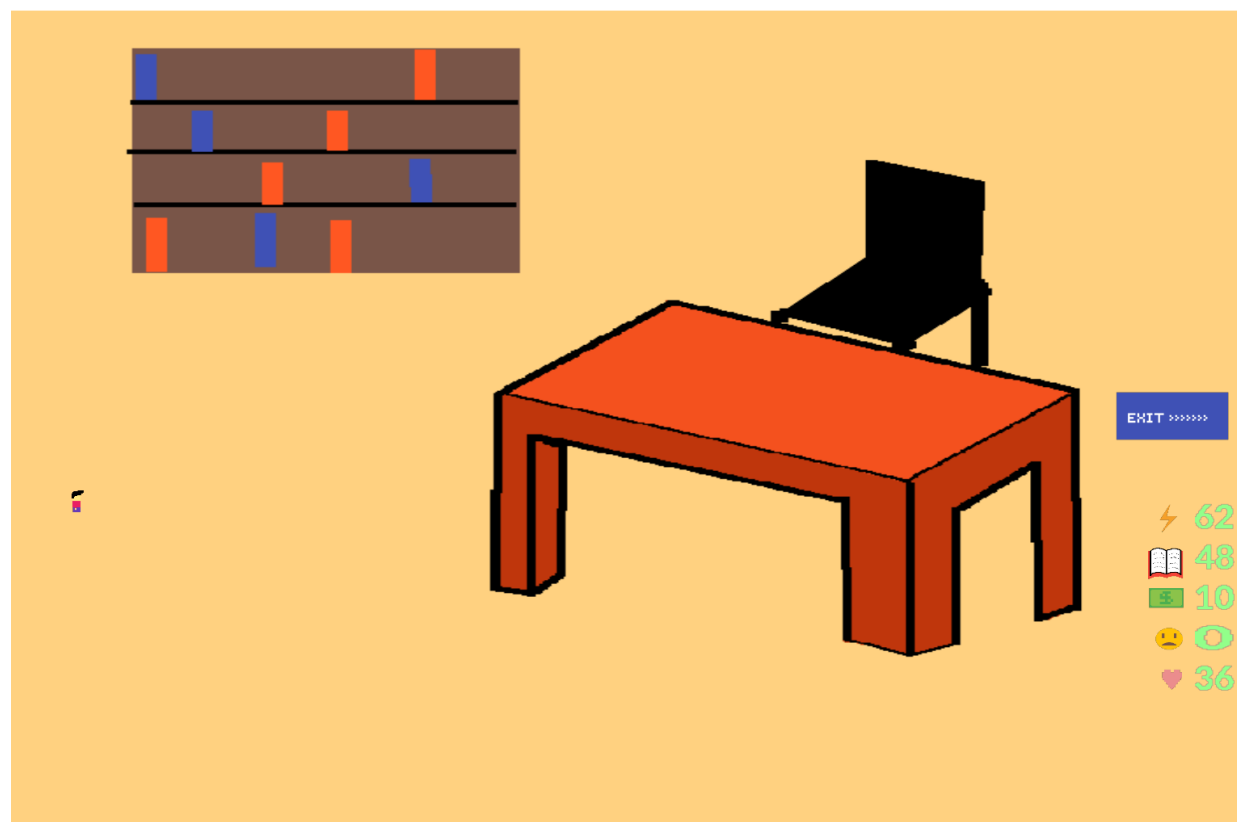
When a player enters a lecture hall then for every second of lecture -

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



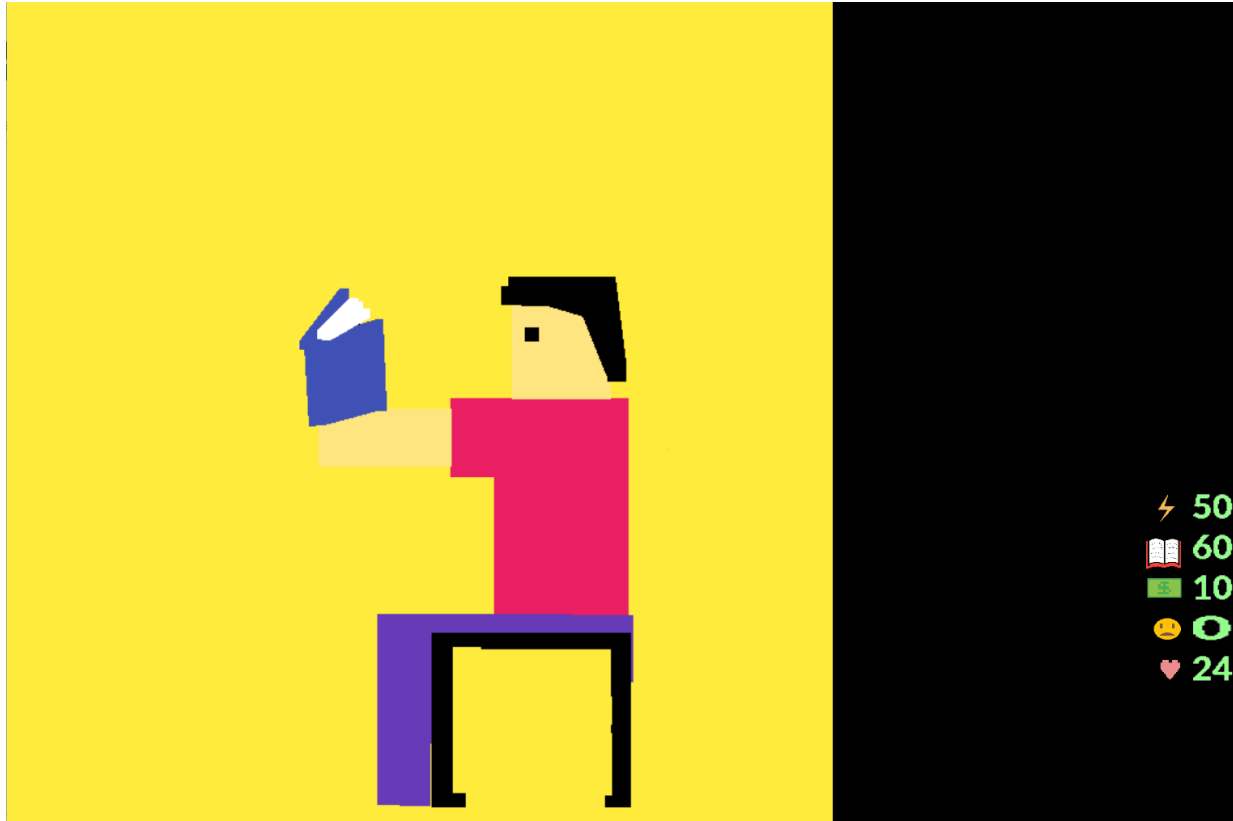


The following is the inside view of library



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



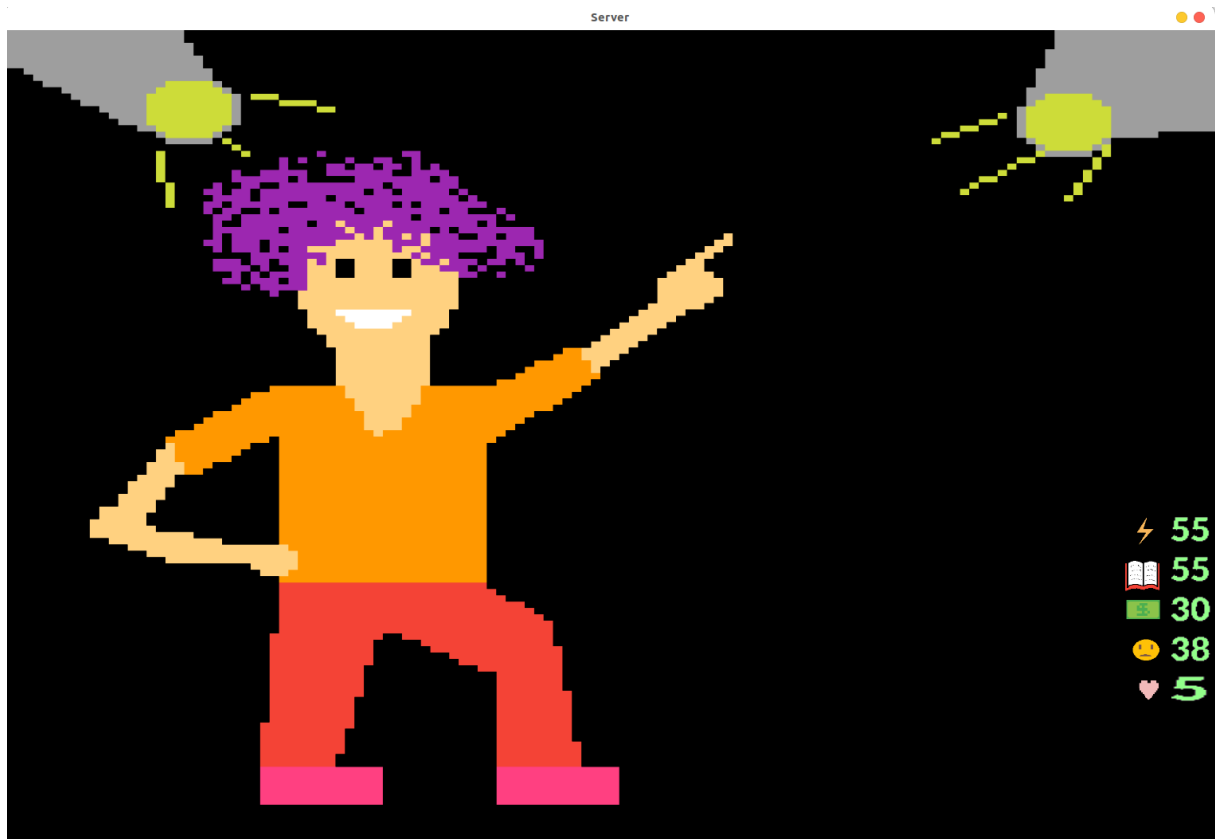
Inside view of SAC-

- 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

**YOU LOSE**

**PLAY AGAIN**

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