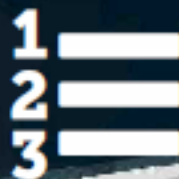


# *Silent Night*

TAP TO PLAY



BACK

# Leader Board

Today

Weekly

All Time

Position	Name	Score
1	Santa	37000
2	Santa	34000
3	Santa	37000
4	Santa	37000
5	Santa	6000
6	Santa	5000



BACK

# Achievement



Completed the  
first level



Collected 10  
cookies



Suspicion level stayed  
below 50% for a level



BACK

OPTIONS

LEVEL 1



LEVEL 5



LEVEL 2



LEVEL 6



LEVEL 3



LEVEL 7



LEVEL 4



LEVEL 8





1

Automatic transit to ready screen

1) Press this to automatic transit to ready screen when loading finish

Bob wants a new laptop for christmas!  
Deliver it to the christmas tree



GO!



12

See first level mechanics

- 1) Santa will start at the chimney/fireplace
- 2) Furniture (eg. sofa)
- 3) Cookie on table. Can be collected to increase score
- 4) Unlocked door - open it by moving into it
- 5) Locked door - cannot open unless player has the correct key
- 6) Creaky floorboard. Stepping on this will increase suspicion and may trigger people waking up
- 7) Person sleeping
- 8) Closet hiding place
- 9) Key to unlock door
- 10) Christmas tree - goal area
- 11) Suspicion meter - this increases depending on certain factors
- 12) Press this button to see first level mechanics



First level mechanics:

- 1) Santa goes into hallway
- 2) Santa tries to enter room but finds locked door. Needs to pick up key to enter room
- 3) Santa steps on creaky floor, this raises suspicion meter and triggers the person in the key room to wake up and peek into the hallway
- 4) Santa must hide in the closet to avoid being seen
- 5) Santa collects the key and comes back into the hallway
- 6) The creaky floorboard won't trigger the person to wake up again, but will increase suspicion meter
- 7) Santa unlocks the door to the tree room
- 8) Santa reaches the christmas tree and delivers the present
- 9) Press joystick to get cookie

Note: The camera by default will be set to a zoom level where the player can see the grey box area on the screen. They will be able to zoom out to see the rest of the world





See first level mechanics

- 1) Santa moves towards the cookie to eat it.
- 2) He receives 500 points towards his level score for eating the cookie.
- 3) Press joystick to walk



- 1) Santa is walking through user input from joystick
- 2) Press crouch to walk



- 1) By pressing the crouch button, santa crouches, and makes less noise to avoid getting caught
- 2) Hold run and moving joystick to run



- 1) By pressing the run button, santa increases his movement speed to get past certain areas faster
- 2) Moving joystick to get to crecky floorboard



4

Automatic transition to person return

- 1) Santa steps on creaky floor and raises suspicion level on the suspici-o-meter
- 2) One of the sleeping people hears of the disturbance and checks around the house (walk path outlined in the green lines). After checking around the house, the sleeping person returns back into their bed to sleep again.
- 3) Santa, having stepped on the creaky floor and raising suspicion level must be more careful to ensure he doesn't get caught. Santa finds nearby closet and hides in the closet until its safe to continue\
- 4) Press this button to simulate wait for the person to go back and sleep
- 5) Press joystick to come out and get caught



2

Automatic transition to room lights up

- 1) Santa got seen by a person so lose the round immediately
- 2) Press this to automatic transit the room lights up



1

Automatic transition to failure screen

1) Press to automatic transit the failure screen



2

Move to creaky board again

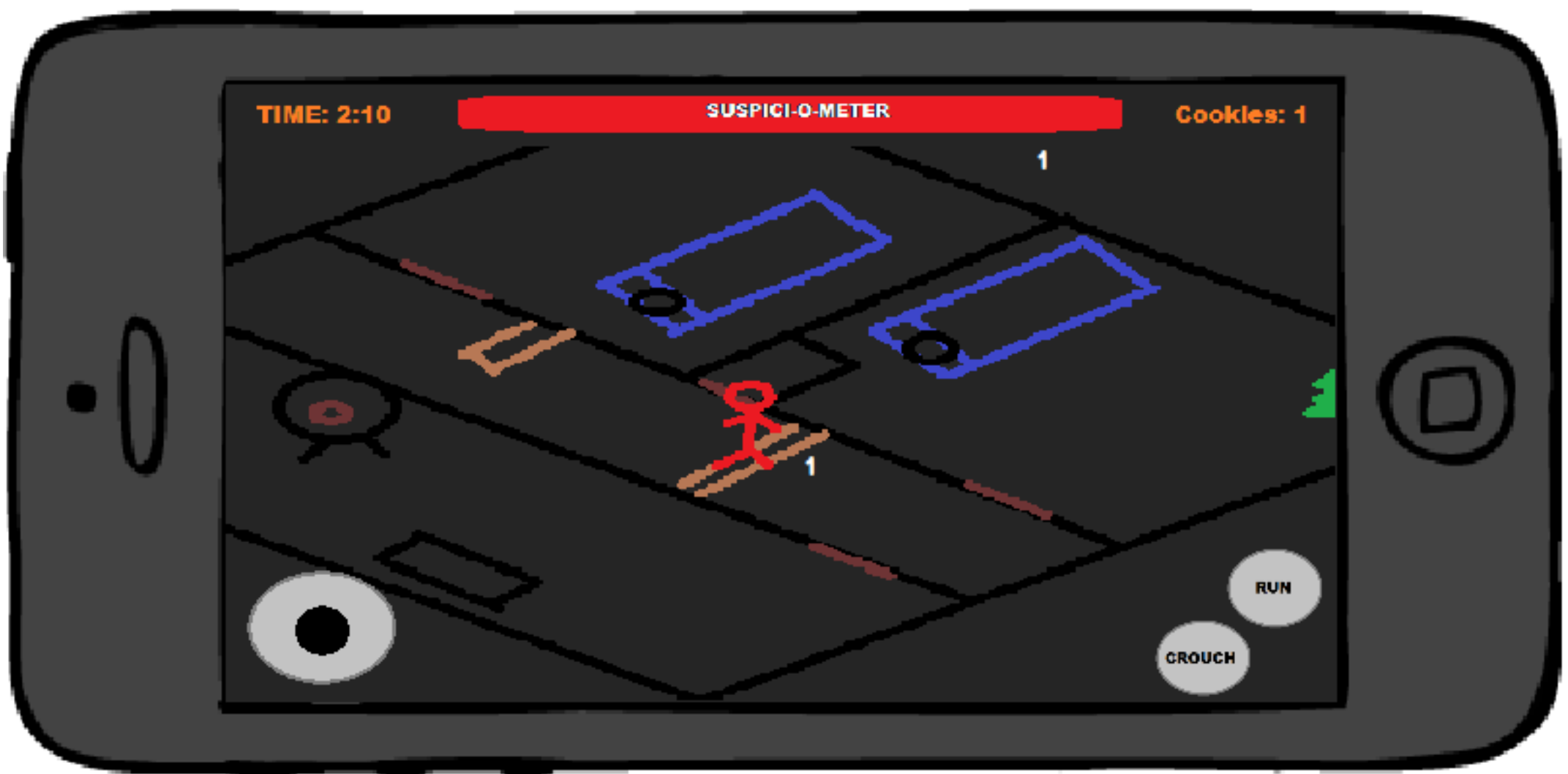
- 1) Suspicion person return to bed
- 2) Press to Continously stepping on the creaky floorboard
- 3) Press (move) joystick to move to get key





- 1) Santa has entered the room and picked up key
- 2) Key will be "picked up", the game will now show key on the right hand side to confirm key has been picked up
- 3) Santa can now open the locked door
- 4) Press (move) joystick to deliver present

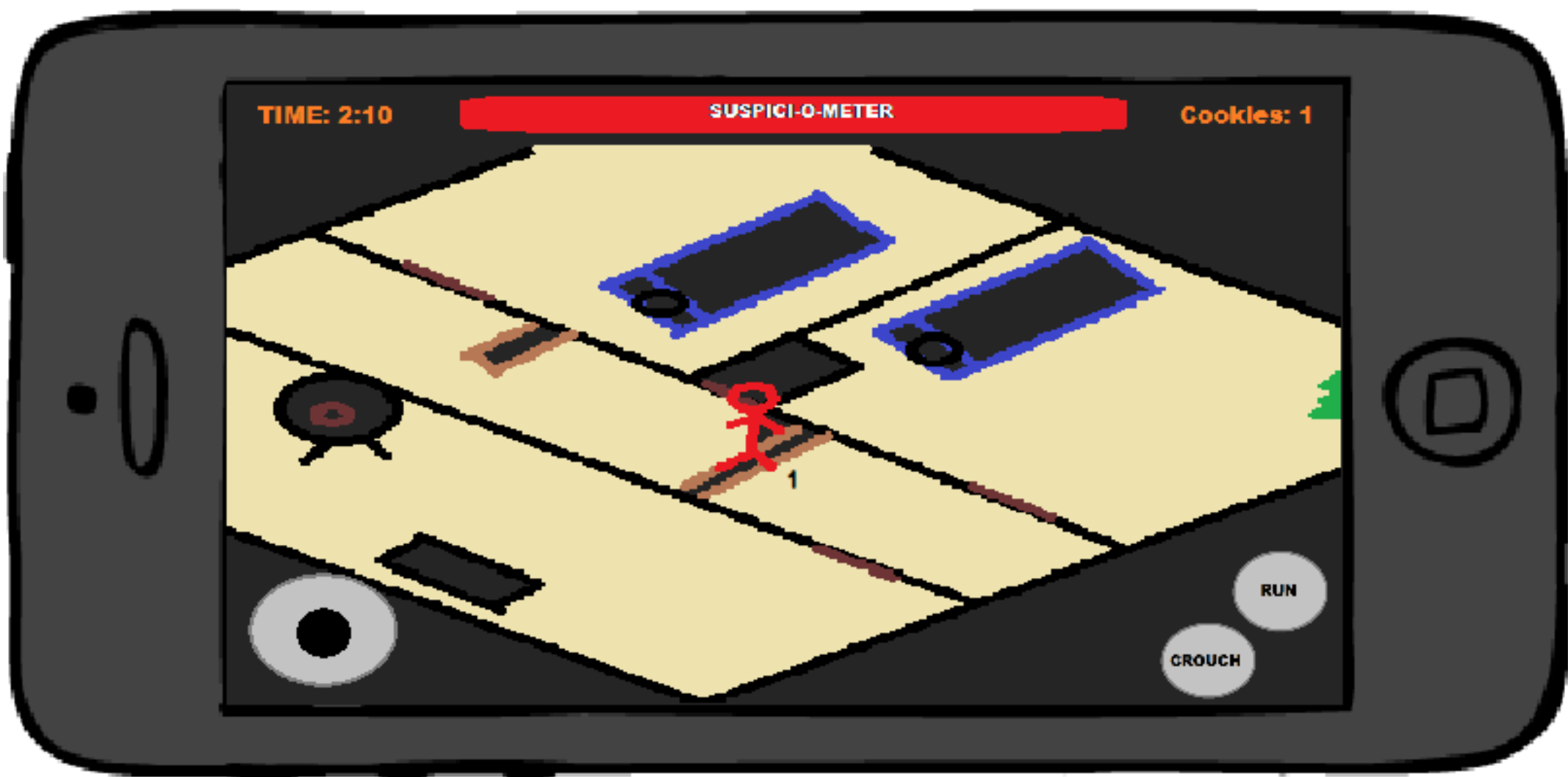
Note: When the Santa is nearby the key, the key will disappear as the key has been picked up



2

Automatic transition to lights up

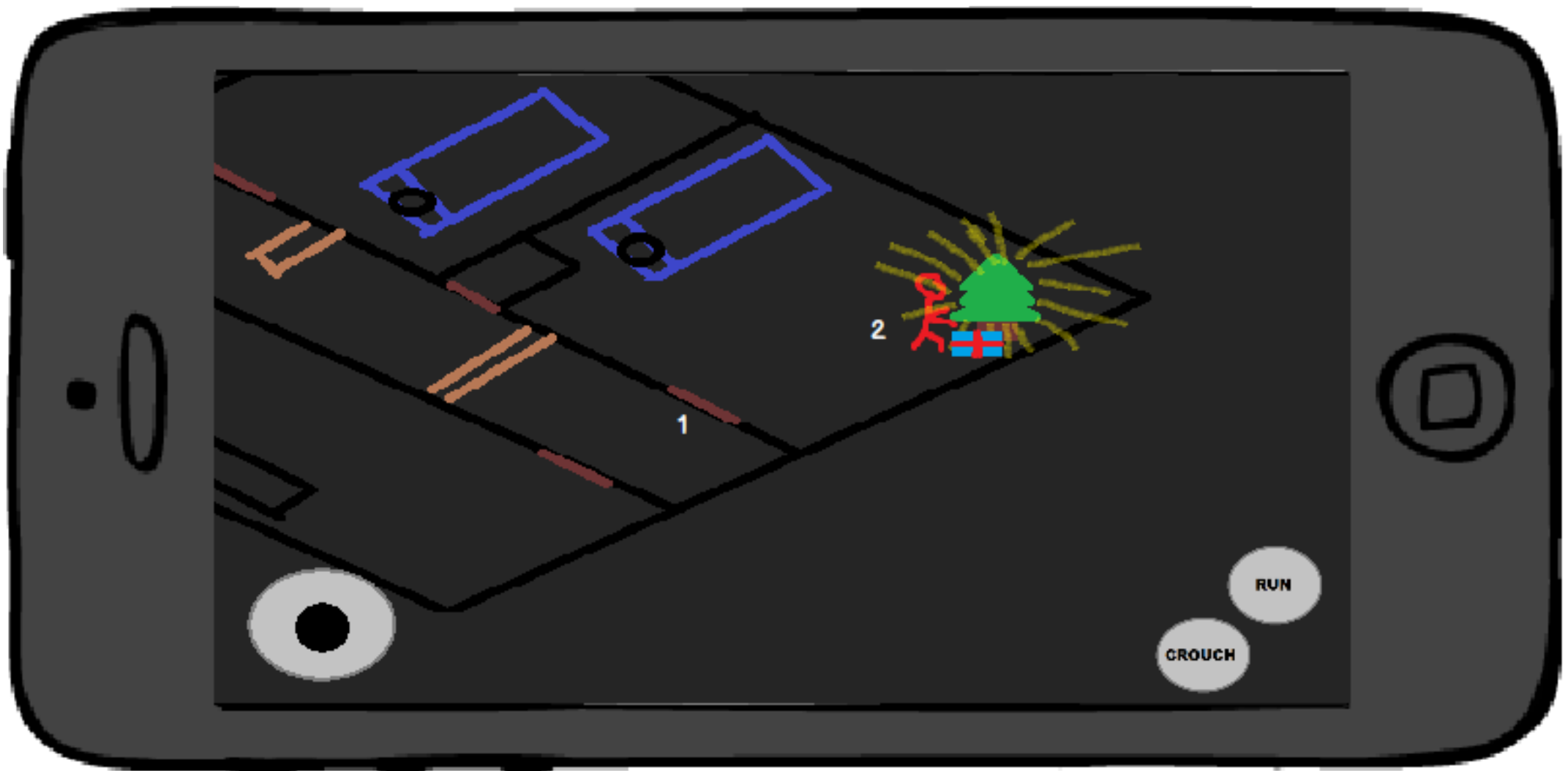
- 1) Santa steps on creaky floor too many times, this raises suspicion meter to its maximum so player lose
- 2) Press to automatic transition to next scene which room lights up



2

Automatic transition to game over screen


- 1) House lights up
- 2) Press to automatic transition to game over (failure) screen



3

CHANGE TO LINK TO SUCCESS SCREEN

- 1) Santa unlock door
- 2) Santa moves to the tree and delivers the present at the foot.
- 3) Press for automatic transition to the Success screen.



# Success!

Bob is going to love his new laptop for coding! Great work.



TIME: 2:10

SUSPICI-O-METER

Cookies: 1

# Failed!

Oh no! You have filled the SUSPICI-O-METER. Cops are on their way.



TIME: 2:10

SUSPICI-O-METER

Cookies: 1

Failed!

Oh no! Someone has seen you! Cops  
are on their way

