Documentation

# Installation/Execution

## PC (Windows) version:

1. Run the “Mirage.exe” file in Executables folder.
2. Select appropriate resolution, game has been tested to run in 16:9 type resolutions.
3. When game prompts you to “click anywhere to continue”, left click on screen and wait for few seconds for game to load.

## Web version:

1. Make sure you have unity plug-in installed and enabled in your browser.
2. Open Mirage.html file in your browser.
3. Wait for game to load.

## Requirements

Game has been tested and known to be working in laptop with following specifications:

Win7 OS, core i5 processor, 4GB RAM, 1 GB graphics memory

Any hardware with this or better configuration should work fine.

# Instructions

1. Game menu has a slider window with screenshots of all the current levels loaded in the game. It also has play, settings, help, about us, exit icons on top right of the screen.
2. Select level 1 using mouse click. All Other levels are locked in the beginning.
3. **You can unlock all levels for testing by clicking on settings option in main menu, and clicking on lock icon in the sub menu. This will change lock icon to unlocked icon, now click on setting button again to minimize this sub menu.**
4. While playing game you can press P or click on pause button to pause the game. In pause menu you have options to mute/un-mute sounds, replay current level, and go back to main menu.
5. **On each level you would see a bright source of light; your goal is to reach that light source.**

## Controls

1. Use AWD or left-up-right arrow keys to move and jump.
2. Press P to pause/unpause.
3. Press F to toggle full screen.
4. Play tutorial level to understand game rules better.

## References

Game music and some background art have been taken from opengameart.org, which provides them without restrictions.

Music: ObservingStars

Author: Allen Joph

Downloaded from : opengameart.org

# Credits

Shantanu Gupta( CT20151629697)

Raghvendra Pandey