

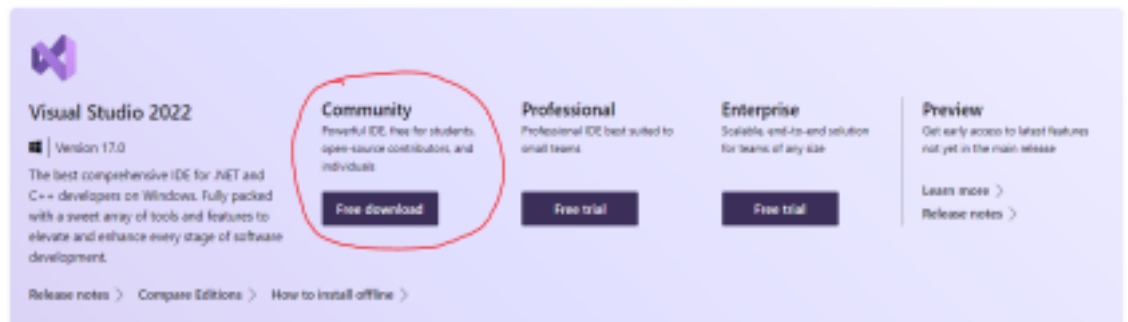
Summary:

- Name of game
 - Spy the Man
- Version
 - 1.1.0
- Developers, team, authors
 - Team: Project Morning.
 - Producer: Seongwon Jang
 - Lead Designer: Dong - A Choi
 - Technical Director: Sangbeom Kim
 - Test Lead: Junsu Jang
 - author : all of the team member

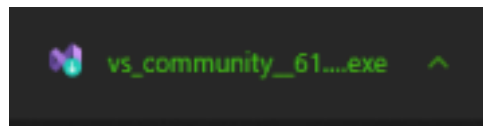
Before Starting:

- Software/hardware requirements
 - We can run the game in Windows OS (We highly recommend running it on Windows. Any problem with MacOS is not our responsibility.)
 - Any version of Graphic card can run the game, but we recommend the most recent ones.
- Links and short installation instructions for necessary programs/IDE's/libraries for Windows
 1. Go to <https://visualstudio.microsoft.com/ko/downloads/>
 2. Download the community version

Downloads



3. Run the exe file



4. Press the Install button



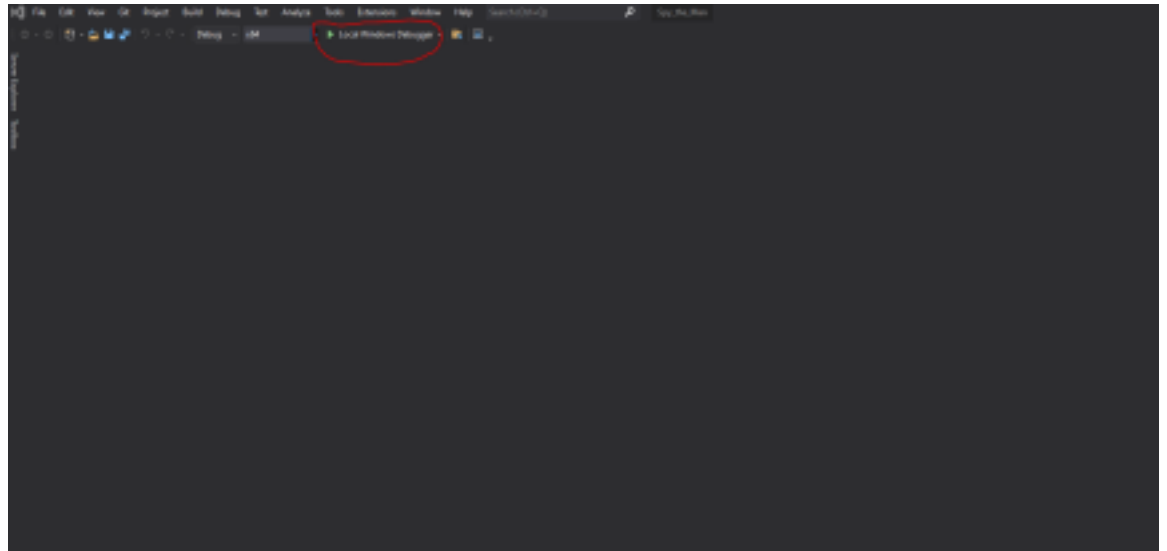
5. Restart your computer
6. Login your Microsoft account
7. Run the Visual Studio

Installation Instructions:

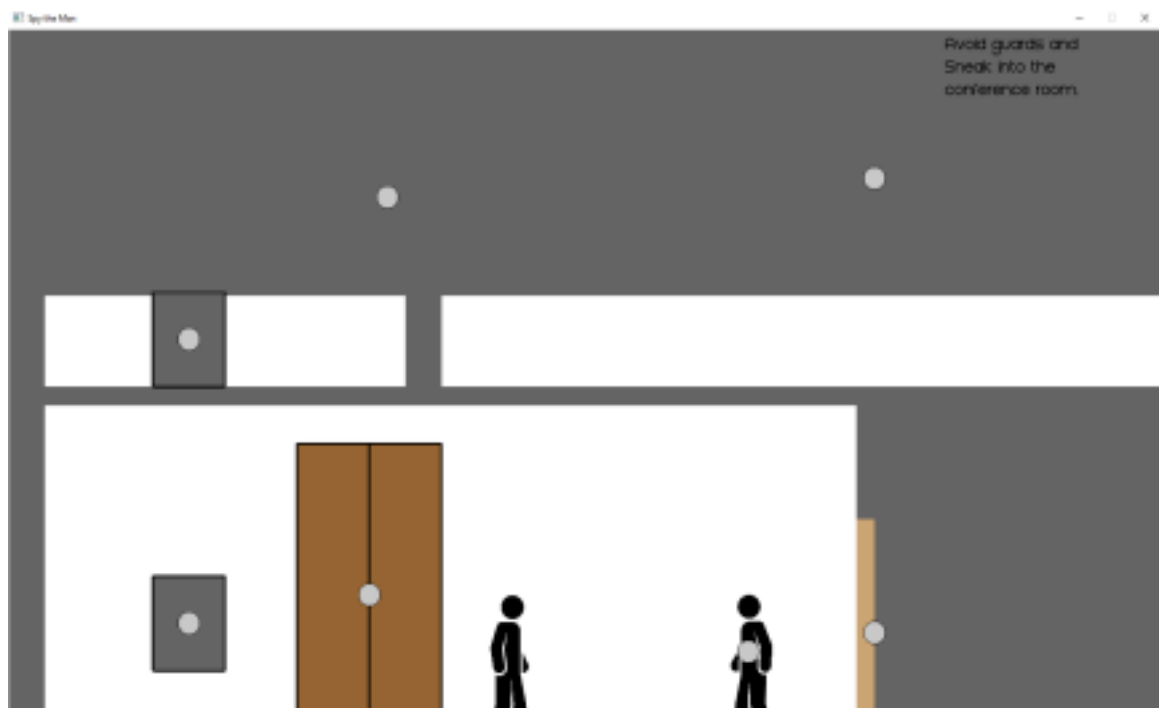
- How to open the source code from the IDE (Which file, etc)
 1. Unzip the code file.
 2. Double click "Spy_the_Man.sln".

Name	Date modified	Type	Size
.git	2021-11-10 오후 5:03	File folder	
lib	2021-10-10 오전 12:51	File folder	
Properties	2021-10-10 오전 12:51	File folder	
shaders	2021-11-02 오후 8:58	File folder	
Spy_the_Man	2021-11-10 오후 5:03	File folder	
.gitignore	2021-10-10 오전 12:51	GITIGNORE File	1 KB
README.md	2021-10-10 오전 12:51	MD File	1 KB
Spy_the_Man.sln	2021-10-10 오전 12:51	Visual Studio Solu...	2 KB

3. Press F5 Or Press Local Windows Debugger on the top



4. Play the Game!



- How to set environment variables (if necessary)
 - No necessary.
- How to pick the start-up project (if necessary)
 - No necessary.
- How to set the correct compiler version (if necessary)
 - We recommend running Visual Studio Version 16.10.2 ~ Version 16.11.6
- Any additional information or changes
 - Nothing

Run/Build Code:

- What to run/build properties are needed
 - We offer settinged solution file, so there's no need for any other properties.
 - **We highly recommend running this game in release mode!!**

- Any errors/warnings that the user should expect
 - Users may ignore the compiler's warnings. That does not affect gameplay.
- What button or command line arguments needed to compile
 - There's no need for any buttons or command line arguments to compile. Please follow our Installation Instructions.

Play:

- Any expected windows/visuals/audio
 - After splash screen and team logo screen, you can choose a tutorial, start or quit. When you press the start button, you can see the level choice + skill choice scene. Then, you can play this game.
The background music is office sound. Such as phone calls, typo sounds or talking sounds. But, when the enemy is near, you can hear the heartbeat sound. So, you can distinguish whether the enemy is nearby or not.
- Instructions of how to navigate any menus (Buttons, menus, etc)
 - In this version(2.0.0), there's a main menu, level choice, tutorial and level1. You can move your character by using A and D.
- Gameplay instructions (How to play the game)
 - You can move characters using the A and D. Image button means you can interact with that object. It will act according to its own function if you press that button. In this version(2.0.0), there's only one level. Follow the mission which is at the top right corner on the game screen. Black color means you can do that mission, red color means you can't do that mission because you did not clear the related formal mission. Even if you did not clear all the missions, you can reach the final goal. Which route you will follow is your choice!
 - There are some minigames in the game! The locked door will open when you clear minigames.
 - There's a special system that we call "talk". When you start a conversation with a blue NPC, the player can get information by using your colorful cards.(for now, they did not give useful information because we did not finish level design.). And red NPC start checking when they catch the player, you should give cards to them to avoid suspicion.
 - You can learn various skills in the skill choice scene! There are Cameleon, Drone, Invisible and sound visualization skills!!
- Expected final goal/result/boss
 - The final goal will be the blue mission(Again, you can find the mission on the top right corner). If you successfully get to the facility room, you will win!

FAQ/Common Mistakes:

- Common installation mistakes that people might make
 - Check the Korean name on the file path. Korean words may make an error.
- Any common errors or crashes that may occur
 - Check the Korean name on the file path. Korean words may make an error.

Feedback:

- Contact information for help or feedback
 - Producer, Seongwon Jang : 010-8937-9898, seongwon.jang@digipen.edu ○
 - Lead Designer, Dong - A Choi: 010-8422-6511, ehddk2013@gmail.com ○
 - Technical Director, Sangbeom Kim: 010-9028-1075, neoeric0519@gmail.com ○
 - Test Lead, Junsu Jang: 010-8937-9898, jis2143@naver.com