

The House on the Hill

CS 328 Final Project

Team KTF:

Ke Xu

Tyler Schmidt

Fiona Rice

User Manual

## The Plot

You and a group of friends decide to check out the super spooky House on the Hill. Ever since all of you were young, you had been cautioned against going in. Up until today, you had taken that advice with a grain of salt. Now you find yourself trapped, with no door or windows to the outside of the house - even though they were definitely there when you first went in. With no concept of how long you've been there, you must figure out who lured you there. Can you solve the mystery before it's too late?

## Playing the Game

To move, press the arrow keys. To talk to people, walk up to them and press the spacebar. To walk through doors, just walk into them. You are so anxious to leave, you kick them down!

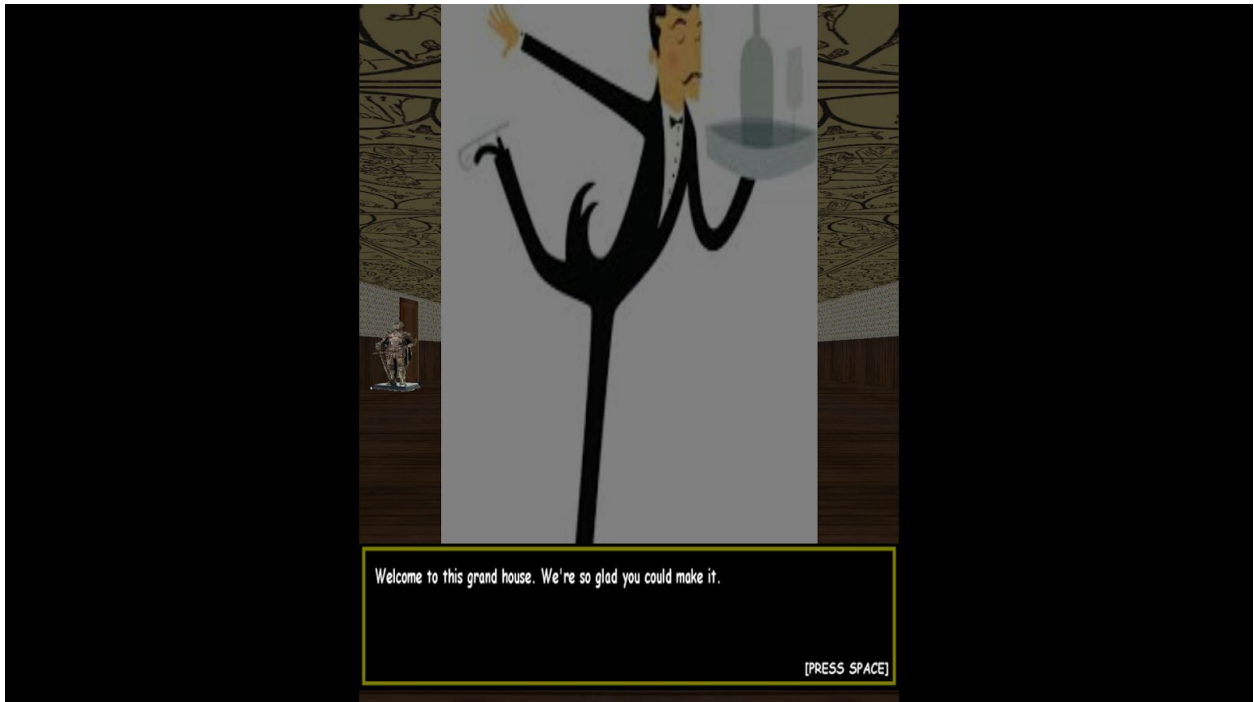
## The People and Winning the Game

There are six people in the house with you. Ginny, Sally, Lucy, George, Fred, and Ronald. One of them is trying to turn you all into the latest fixtures of the house. Figure out who it is and return to the butler. When you succeed, you'll be let out. However if you guess incorrectly, you will be trapped in the house. Forever.

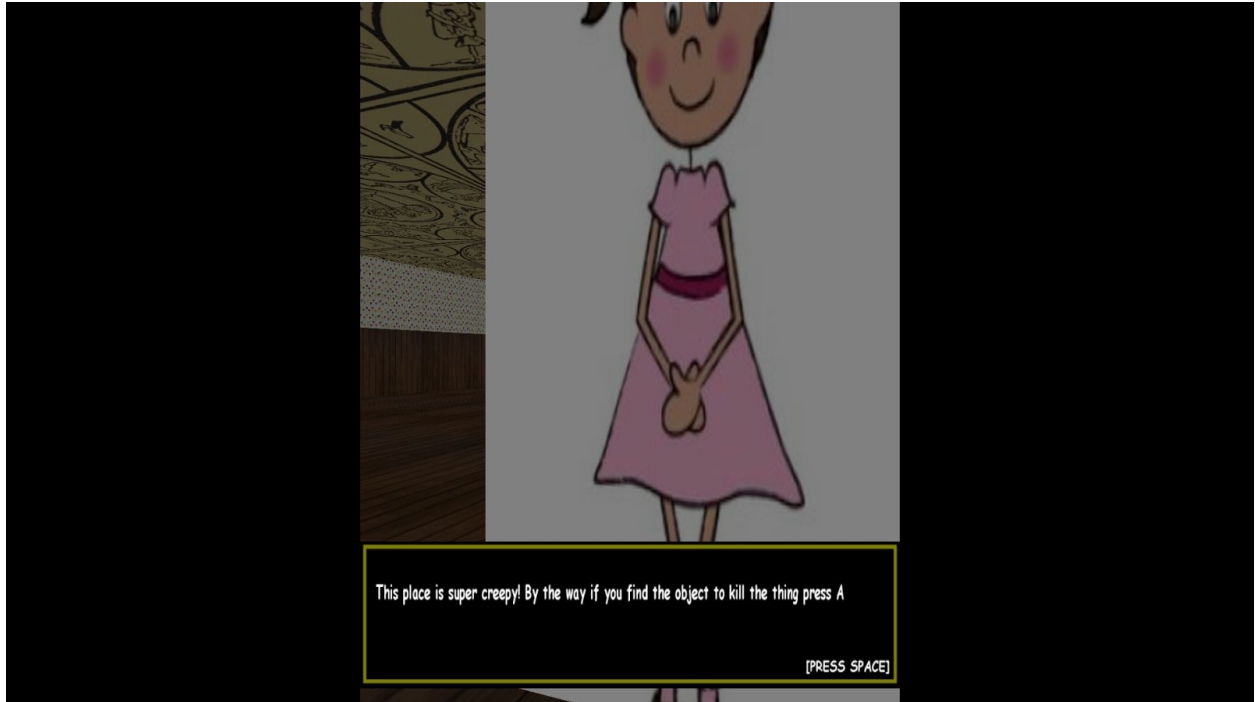
You only get one chance - for this round, anyway. You can always play again!



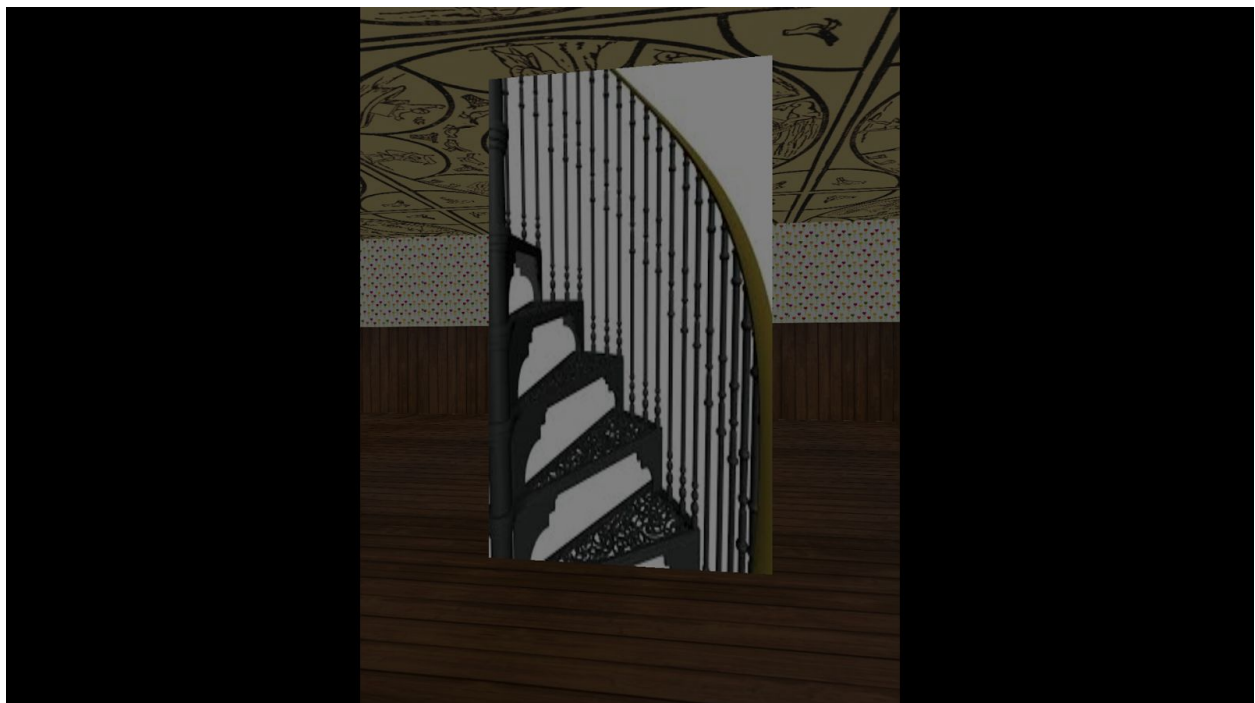
Ahead you see the butler.



Walk toward him and press space, and he talks!



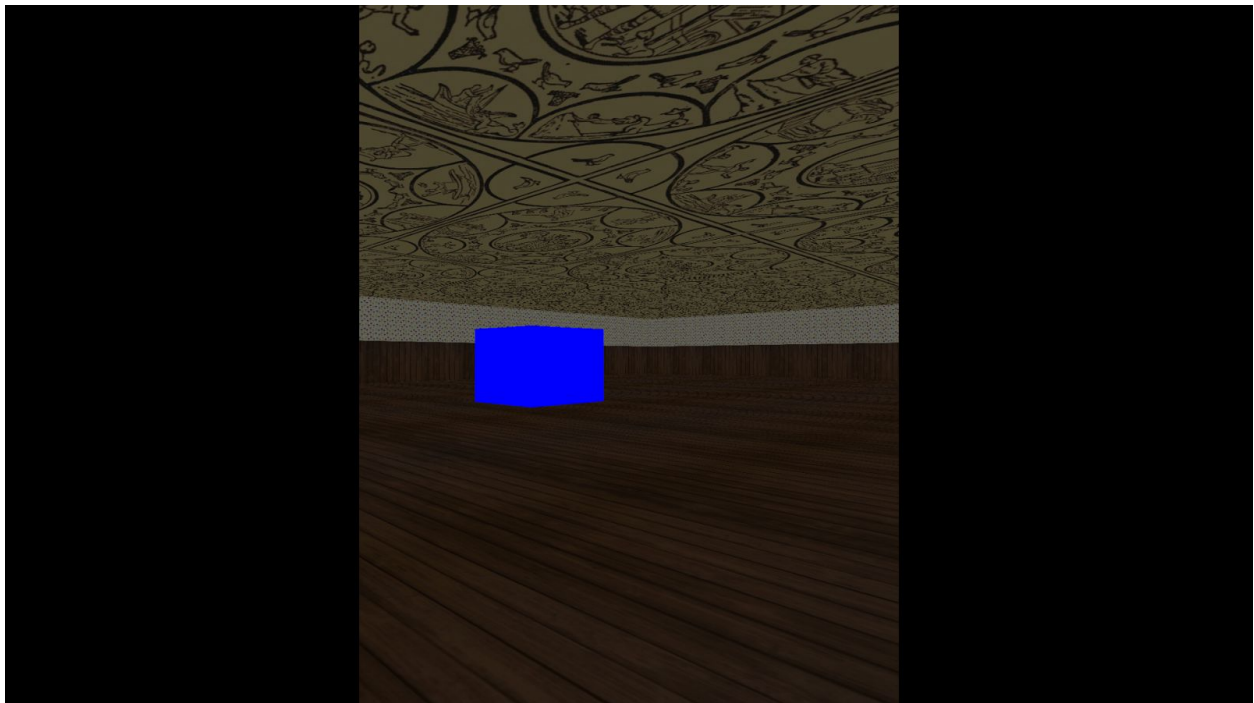
The people here are really helpful.



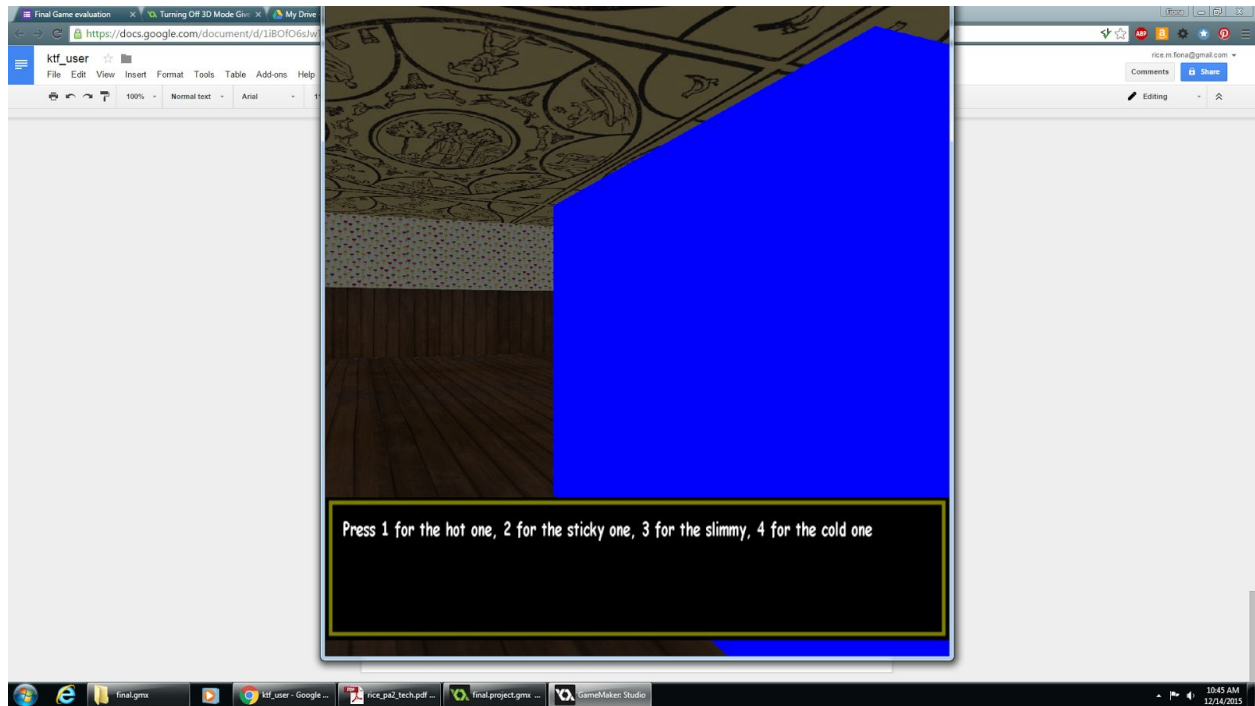
The stairs to the upstairs.



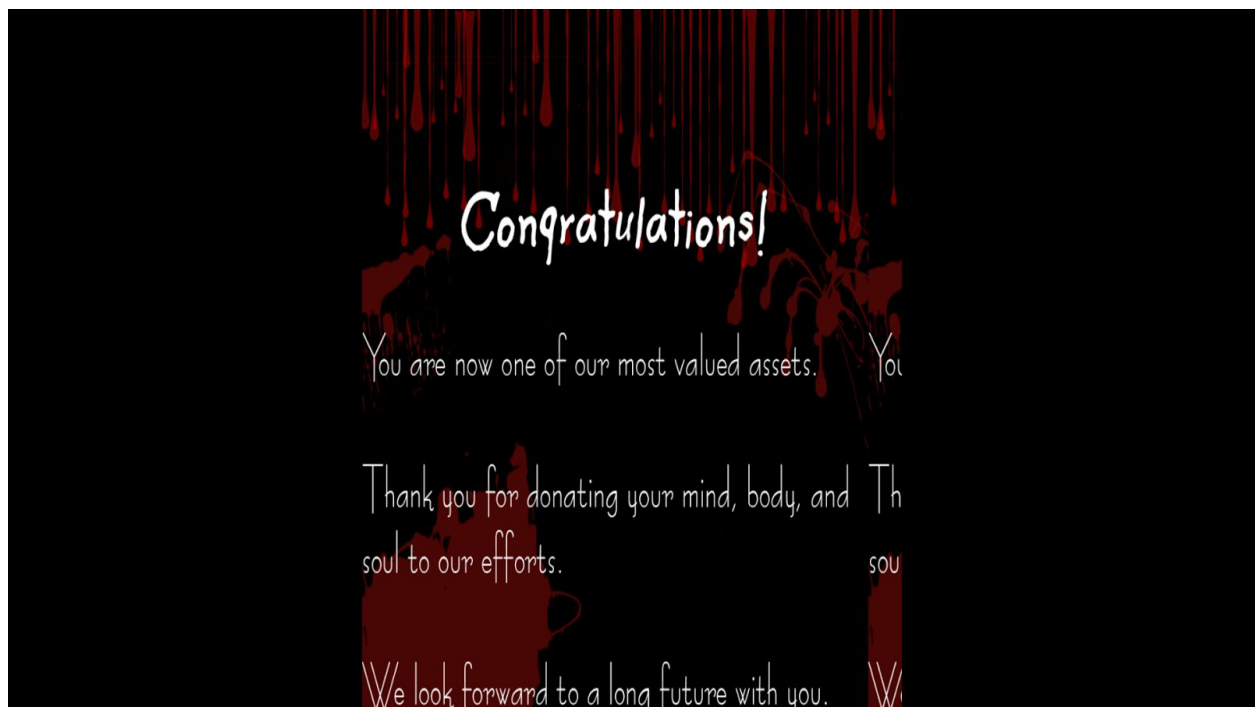
The upstairs.



What is that...thing?!



Successfully defeat the thing.



The win screen.

*What a shame...*

*We were so looking forward to having you join W/  
our ranks. our*

*You would have made an excellent addition. Yc*

*Perhaps next time, things will go better. Pe*

**The lose screen.**