# A Walk on 31st



**Team Nothing BASIC**

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# Introduction

- An adventure game inspired by escape rooms
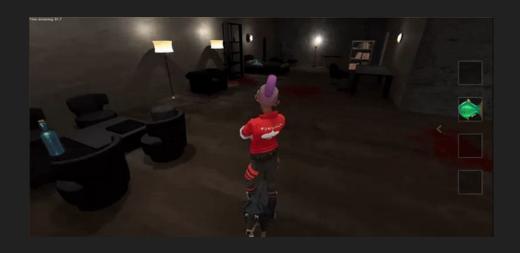- Set inside a spooky mansion that the player must escape

# Basic Mechanics and Gameplay

- Explore rooms to collect interactable objects
- Use objects to solve puzzles and complete challenges
- Evade or kill monsters triggered by traps
- Manage inventory
- Talk to dog for hints

# Objective

- Escape the room in the given amount of time
- Win the game if you escape the mansion
- Lose the room if run out of time!
- Watch out for traps; they deduct time from your timer!

# Characters

- Explorer
- Dog
- Enemies - drunk guy, goblins, gravedigger

# Important Features

- Free Camera Control
- Full WASD Movement
- Inventory System
- Clicking on interactable items
- Ragdoll and Other Animations
- Data saved between levels

# Why Play?

- Exploration
- Solving Puzzles
- Haunting atmosphere
- Dangerous enemies!