Start scene:

The game starts as soon as the user presses the button x on the start button. Pressing the start button loads the Map scene

Map scene:

Map scene has the entire game environment. Map will have will many interactable objects and tasks for the users to complete.

There are two main tasks for the users to complete. The user have to go in search of two tasks which is placed in two random places in the map.

As soon as the user spots a task. The user have to use the reticle pointer to hover over the Task button and press button **A** to open the task.

Firstly, the player has to spot the TASK 1 and complete it (This loads Task1 scene). The user will not be able to come back to the map until completing the task.

Once the task 1 is completed. The player have to find the TASK 2 (Task2 scene will be loaded) and complete that. On completing both the tasks, the user wins the game.

In order to win the game. Both the tasks have to be completed within 2 mins.

Note:

The user have to use button A to perform actions inside each task