

## Instructions

V – Go inside house, turn on light

W – Change time state (past and present)

X – Wireframe

Y- Not wireframe mode

SPACE + mouse (when inside) – look around left and right

BACKSPACE + mouse (when inside) – look up and down

Arrow Keys – move up, down, left, right

The concept is a haunted house where the inside is a little run-down. Flies are flying around the “light”, the painting is covered in moving goo, a chair is knocked over and the wallpaper is ripped. Clearly it is in disarray. The mirror, however, reflects what it once was (the wallpaper changes and there are no flies). Pressing ‘w’ changes the time state, changing the house to what it once was in the past and the mirror now reflects the present. (This was inspired by Fable 3).

‘V’ also turns on a light in the present state.