**Notes for presentation:**

Game Concept: Our game is about solving problems in order to save your character from the deadly Kirill virus. Your character enters the building through a choice of entrances such as the front door with ID card. Once in the building the character explores the rooms to discover that they need to find items to create a serum that will save them from the virus. Once all the items have been found, you will be made to mix them in order to create the life saving serum.

**The creation of the game:**

Our creation process started with a meeting where we discussed ideas for the game and outlined concepts that we all wanted to include. We discovered that we all wanted to add problem solving to the game, in order to increase difficulty.

Once we had the idea of basing it in an asylum, we went on to create a map that would help us to visualize the layout of the building.

Insert why we programmed it the way we did!

**Map**

The map is based on an asylum, which we assumed would look some what like an old manor house. Due to it being an old asylum we knew that it would need to include realistic rooms such as a waiting room, reception and morgue.

We also knew that we wanted to start the game outside of the building and have the character come up and into the building

**Objectives**

The main objective of the game is to find all the items that are required to make the serum and save yourself from the Kirill virus. You will be tasked to find these hidden items in each room and use them in a certain way that they successfully create the serum. If It is not done correctly then you will find yourself waking up in the life of Kirill.

We wanted the player to have to solve problems, as well as collect items to create a more adventure game dynamic, it also allowed us to create alternative outcomes to the game which is more interesting and encourages the player to play again.

**Features**

We wanted to make our game more visual than most text based games, so we decided to add ascii art. The ascii art is used at the start of the game for the opening page and small items are used tp show items that you have picked up.