

## COMP\_SCI 376-0 Final Project – Riverswood Manor

As I am a group of one and created a 3D game, that alone should satisfy the 25 point minimum. However, here are additional criteria which were satisfied:

- Objects appearing on screen (whatever you see while playing the game, there are so many to count lol)
- Objects move (objects with animators)
  - o Player
  - o Painting
  - o Paper notes
  - o Red potion
  - o Yellow cup
  - o Green book
  - o Bookshelf
- Object controllable by the user: the player and whatever the player can interact with
- Object responds to collisions (the player)
- Object makes sounds in response to events (door, paper notes, painting, scream, red potion, yellow cup, green book, buttons, fireplace, bookshelf, etc.)
- Controls (player can use WASD/arrow keys to move, the mouse to look around and interact with objects, E to open the inventory, Left Control to crouch, and right mouse click to zoom in/out.
- Start Menu
- Inventory Menu
- End Screen Menu
- Technically, there are two levels within the same scene – namely the two separate rooms

Okay! Let's get into it.

Riverswood Manor is an escape room game. You play as a butler who wakes up to hearing the countess of the manor screaming. You suspect that she is in trouble and you need to find your way out of the manor to rescue her.

Your controls: Use WASD or the arrow keys to move. You can look around freely by moving your mouse. Interact with things when the cursor in the middle of the screen turns from the white circle to the yellow circle by pressing the left mouse button. Open your inventory by pressing E, and close the inventory by pressing E or Escape (or clicking the X buttons).

I'm sure you have a lot going on with finals, so I'm now listing a walkthrough to complete the game:

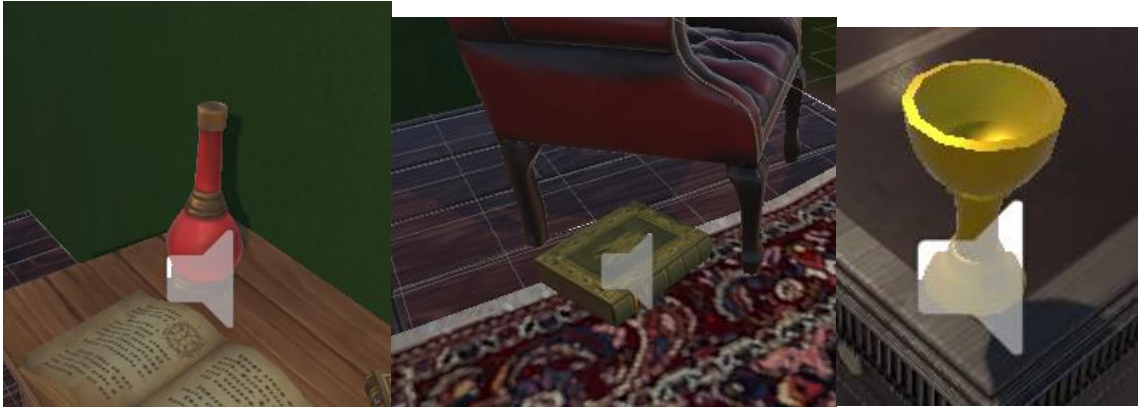
1. Press start in the start menu (the leftmost button).
2. After hearing the scream, go to the door and interact with it.
3. Look away from the door (so the mouse cursor turns white again).
4. When you hear a paper flip noise, look at the bottom of the door to see a note from the Countess.
5. Crouch down using left control and click on the note and read it.
6. Close the note.
7. Walk to the painting and click on it so that it rotates and reveals a black portion of the wall. This is a teleporting object.
8. Click on the black portion of the wall to teleport from the bedroom to the study.
9. In the study, click on the note on the desk to read something from the Count.
10. Walk to this part of the carpet and stand in the circled area. A note should slide out from under the rug. Crouch down using left control and click on the note to read it. It should just have a picture of a fireplace on it.



11. Walk to the fireplace and interact with it. You will notice that the note you just collected will appear on screen to reveal new images on it. There are three new images, namely a **red potion**,

a **yellow cup**, and a **green book**. You suspect that you will need these items. Notice the three colored buttons to the left of the fireplace.

12. Walk to the music box on the desk and click on it. You will hear three distinct sounds playing one after another. The order of the sounds is important, as each sound corresponds to one of the three items mentioned in the previous step.
13. Find the three items in the room. Click on each of them to hear their respective noise and see an animation.



14. The color of the object and the noise it makes correspond to the three buttons and the order you need to press. The order is the order of the sounds played by the music box.
15. Press the buttons in this order: **Green, Red, Yellow**.
16. You will hear a bookshelf move out of the way to reveal a picture of the outside. Either walk through it or click on it to finish the game.