

---

## Experimental Game Design

Group 9

Mohit Mohta(150001018), E. Ranjith (150001011)

Dip Kumar (150001010), Prakash Choudhary(150001022)

### USER MANUAL

#### Setting up the Game :

1. Just download the zip file on any personal computer with windows 10 installed on it and extract it anywhere on your laptop.
2. Run the Game.exe file thereafter.

#### Aim of the Game :

The aim of the game is to maximize your score and health , and minimize the distractions .

The game ends automatically after 25 minutes.

#### General Instructions :

1. This is a single player game.
2. As the game begins, you will land onto a hilly island.
3. Use the mouse to rotate the camera.
4. Use the arrow keys to move in the respective direction.
5. To select any item (for eg. any shape) in the game, move the player into that shape, the shape will be selected and if it has any effect (be it positive or negative) on your game, then it will disappear.
6. There are 3 cottages in the game and every cottage has 4 rooms : one room has a visual puzzle exercise, one room has a mental rotation exercise, one room has nothing and one room is nothing but just a distraction. You must try to avoid distractions and solve Visual Puzzles and Mental Rotations smartly and quickly.
7. In Mental Rotation Exercise room , you will be given a shape in one corner and you will be given 4 other shapes in front of the same shape. But, only one shape will be the perfect match for the given shape. If you select the right shape, you score positive points (depending on the toughness of the problem, which we will not disclose here) and beware, that if you select an incorrect shape, you'll get negative

---

score.

8. In Visual Puzzle Exercise room , there will be several spheres each having a pattern on them, you have to select a sphere that is different from all the other spheres. More like odd one out. There is no negative marking in this room.

9. Meanwhile, when you navigate from one cottage to another, you'll encounter several cubes in between, eating each cube will give you a +1 for your score.

10. Besides the large cottages, there are several huts on the island, you'll find health inside those huts. Every hut fetches you 10 health points. You start with 0 health in the game.

### **A few hints to perform better :**

Watermelons and strawberries are different.

Circles and hexagons are not same.

Each pattern is unique. So, is every shape.

Huts do have healers. But, not the cottages.

Consistency is with equally spaced lines.

Going with the flow is the safest choice.

Into the woods, may cause accidents.

If you think, the above statements are obvious, let us test whether your eyes and brain agree with you. You may read the above statements as many times as you want before you begin!

### **And you can't do better than this ..**

There are 12 Huts (So, maximum possible health is 120),

Maximum possible score is 73.

Distractions could be from 0 to anything. Minimizing them is a challenge for you.

So, be careful.

Happy Gaming ! :)