# How to play

The game will start in a hotel room (the murder scene). You can exit the room and walk around in the city. In the center of the city is a park where you can walk around and talk with an NPC. In the park is also a church. Walking through the door will bring you into the indoor scene where it is also possible to talk with the priest. Small objects laying around in the church and outdoors on the ground can be picked up.

**Keys:**

* WASD or arrow-keys to walk around
* Mouse- click NPC to talk
* Mouse-click object to pick up
* Walk through church door to get inside the church.
* Press esc to pause the game (from here you can quit or resume)
* Press ‘e’ to see a list of all evidence you have collected so far