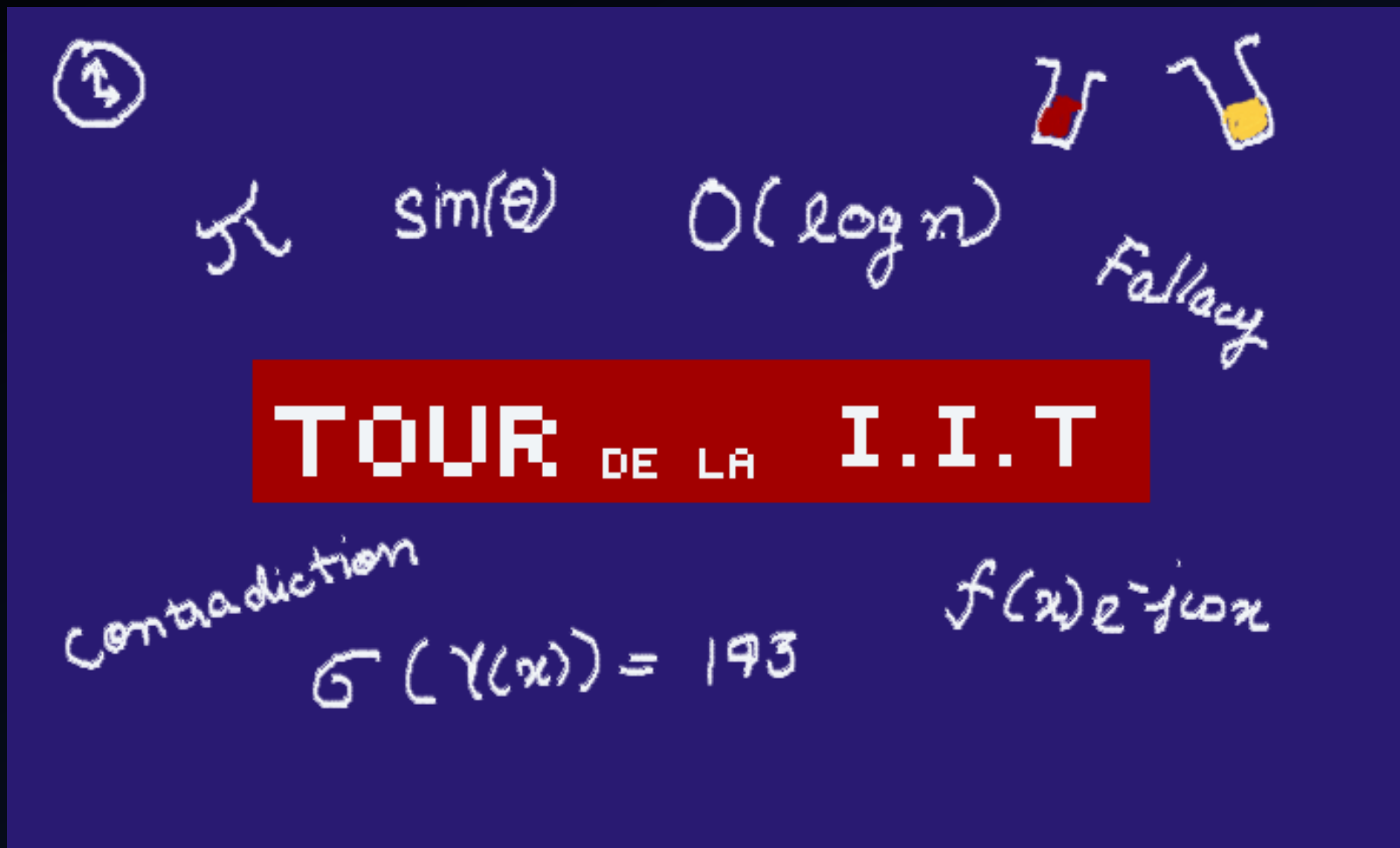# TOUR de la IIT

STRATEGIZE TO WIN

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Starting the Game
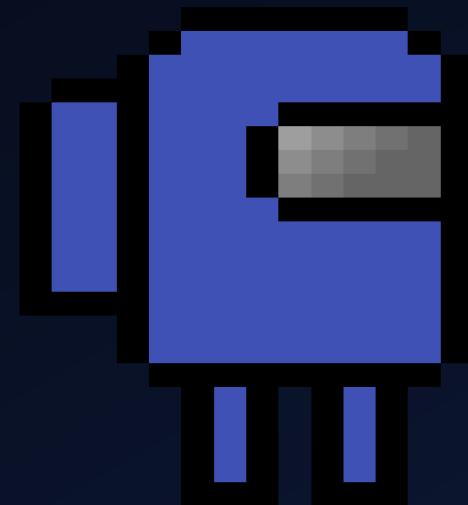

Press Enter after the game begins

Characters in the Game

Opposite Player on the IIT
Delhi Maze

Self display on the IIT
Delhi Maze

BASIC INSTRUCTIONS FOR THE GAME

- The game is based on completing a set of tasks, more formally getting the values of certain attributes above a threshold value.

- Some basic attributes of the player like X-coordinate, Y-coordinate, PLAYER_VELOCITY (the constant velocity in x and y direction while motion).

- The attributes which will be displayed on the screen are :

1. Health (denoted by **H**)

2. Money (denoted by **M**)

3. Enjoyment (denoted by **E**)

4. Academics (denoted by **A**)

- Other attributes which are in consideration for winning the game are Yulu, Activity in SAC, NSO/NSS/NCC completion.

Locations one can enter in the campus, and how attributes are affected

Location	Health	Money	Enjoyment	Academics
Minimart	+	-	None	None
Delhi 16	++	-	None	None
SAC	-	None	++	None
Main Ground	-	None	++	-
Athletics Ground	-	None	++	-
Amul	++	-	+	None
Library	None	None	-	++
LHC	-	None	-	++
Bank	None	++	-	None
Hospital	+	None	None	None
Yulu Ride	None	-	None	None
Campus Roads	-	None	None	None

+ , - depict increase and decrease respectively, multiple + indicate higher increase

Conditions to win the game

1. Going to SAC and choosing an event out of "Rendezvous", "Tryst", "Stic Dinner"
2. Going to main ground and taking either of the hours of NSO, NSS or NCC.
3. Health >= 60
4. Enjoyment >= 50
5. Money >= 100
6. Academics >= 50
7. So, the participant reaching the exit earliest with all these conditions satisfied would be the winner.

Some snippets from the game
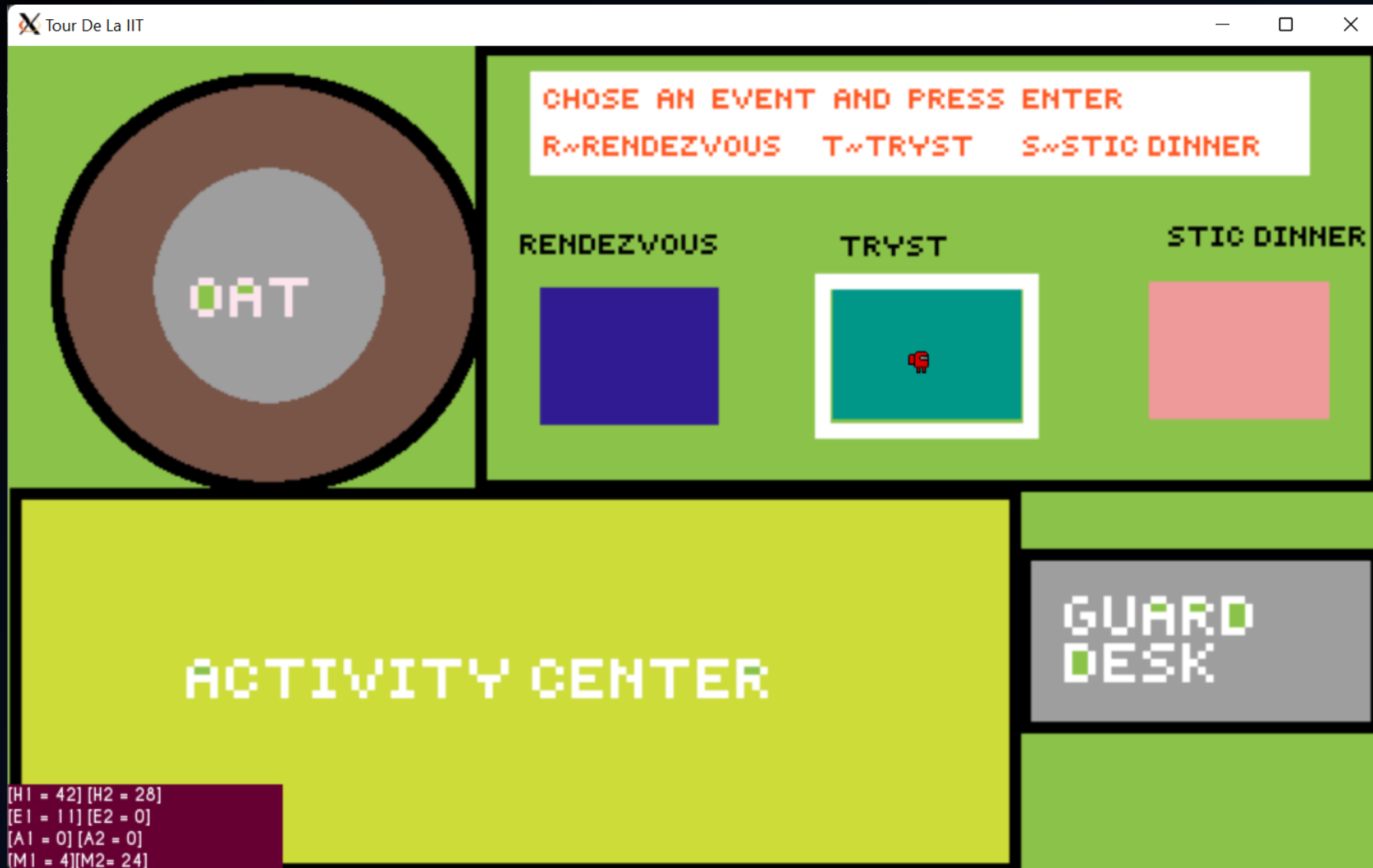

2 players of the game
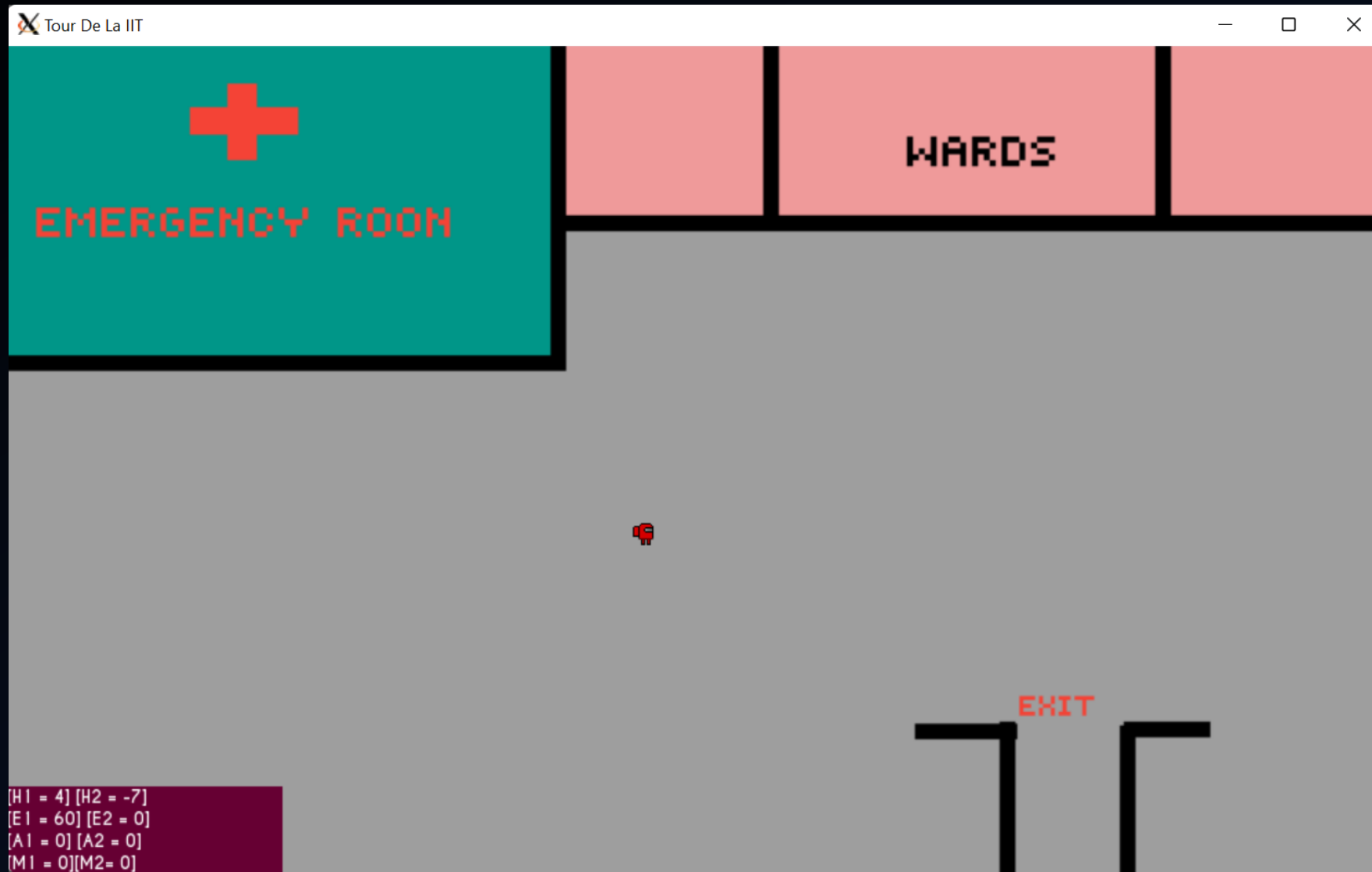
attributes

Entering a feature in map

Press "E" after reaching close to the feature to enter

Choosing options as per keys indicated

The features of the map that don't show "Entry- Exit" must be exited from the bottom right corner by pressing "O" (for getting out)

Reaching hospital due to non positive health

Non positive health will lead to no movement state until the player presses button "A" (ambulance) to reach the hospital and increase his health a bit

Picking up Yulu
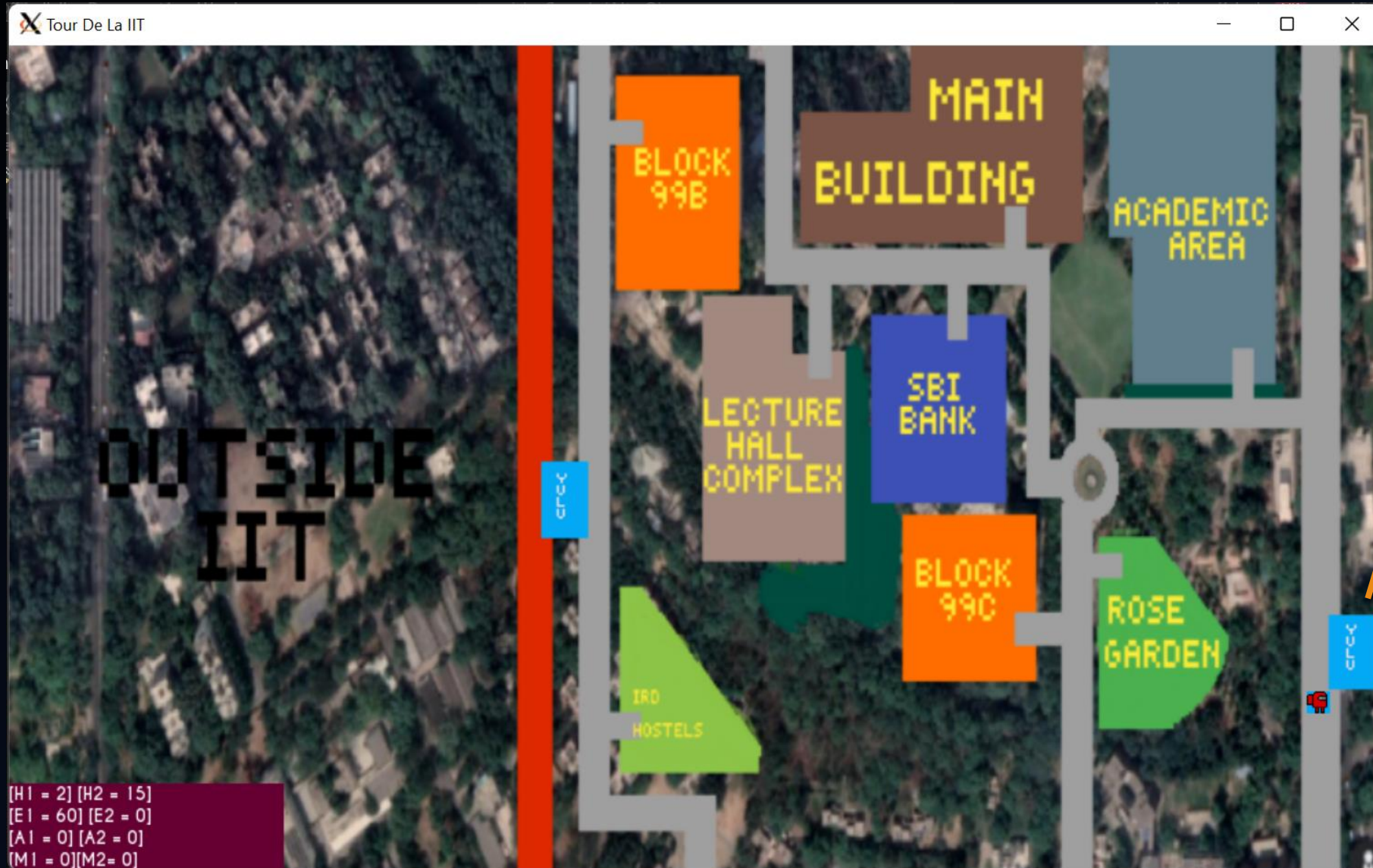
Pressing "R" key on reaching a Yulu stand to ride a Yulu. Press "S" button at any stand to stop the Yulu and travel on foot.
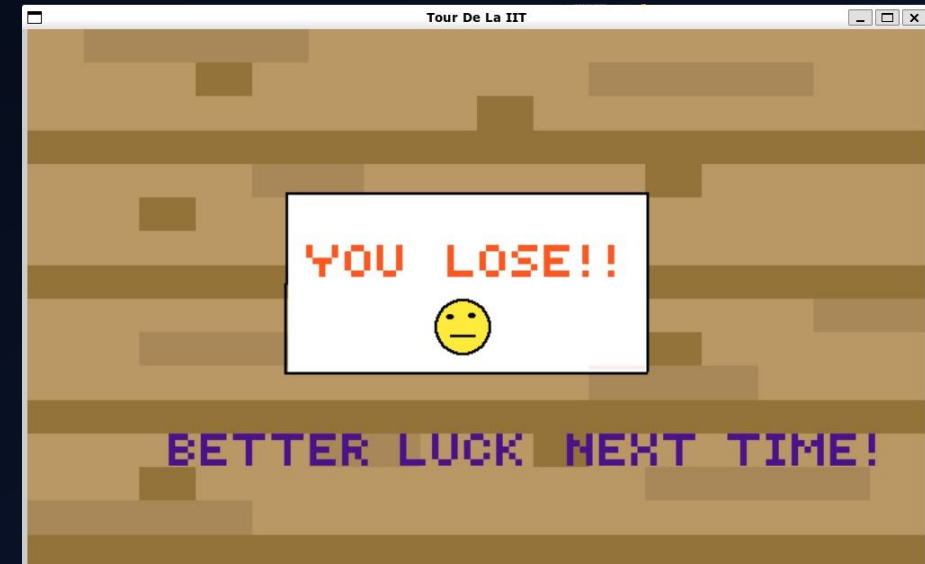
Winning and Loosing games

Press "W" after reaching the exit if you feel that your attributes can make you win the game

This screen appears when you win the game. The character on the screen is an animation.

This screen appears when other person has won the game

Audio Effects and their controls

1. Press the key "P" to play or pause the continuous game audio
2. The audio effects will be audible while :

- Entering a feature
- Yulu ride beginning
- Exiting a feature
- Continuous game sound

THANK YOU!!