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Project 1: How to Use

On execution of the project, the player should spawn on the side where the class entrance is, right in front of the door. Everything in the room should be dark, except the light switches on the right where there is a small spotlight that illuminates that. This should prompt the user to use the controls, either mouse, or the wands. Then, when the switches are activated, different light settings should occur. The player then can see the room and navigate.

There should be some things to look at, such as the obviously big beach ball that appears grabbable, or the Frisbee. Even the pencils can be grabbed. After they're done with that they should be closer to the "Kitchen", which is where a microwave sound should be playing from the very start. They can try to find the source of the sound or explore further.

At the end of the room, there should be more things to see, such as a set of bowling pins, and another beach ball. The player can play with that, and see if they can knock it down.

Finally a hidden effect that the player can do is the following:

1) Knock on any of the doors by clicking.
2) Click on the door handle for some sound.
3) Play music by clicking onto the TV.