



User Manual

Description

Dangeresque 2 is a game about examining the world around you to find clues and solve mysteries.

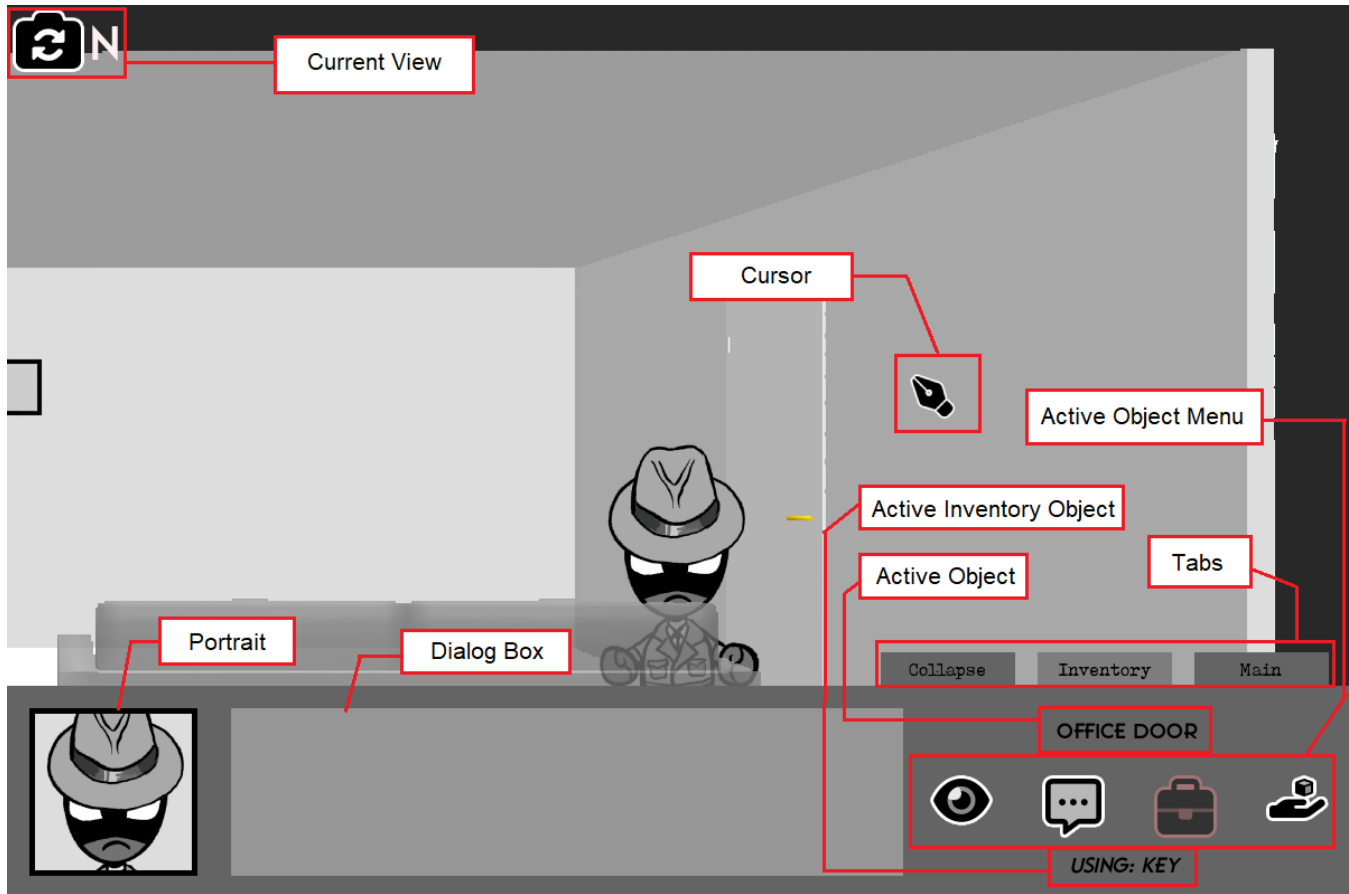
Running the Game

- Our game does not need to be installed. Simply download a build from our repo for your platform of choice (Linux or Windows) in your format of choice (Standalone or Portable), and simply launch it to run the game.
- Alternatively, follow the instructions in the document entitled “Building The Game from Source” to build the game from the source code in our repo.

Controls

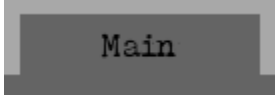
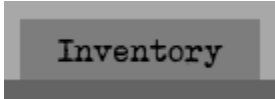
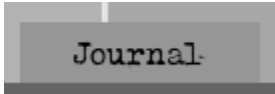
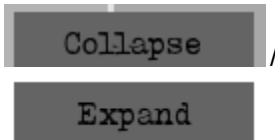
- **WASD** or $\uparrow \leftarrow \downarrow \rightarrow$ to move your character.
- Hold **SHIFT** while moving to sprint.
- Press **Q** to rotate your view to the **LEFT**.
- Press **E** to rotate your view to the **RIGHT**.
- **LEFT CLICK** with the **MOUSE** to interact with objects, characters, and the interface.
- Press **SPACE** or **LEFT CLICK** with the **MOUSE** on the dialog box to advance to the next section of text.
- Press **ESC** to open up the Pause Menu.

The In-Game Interface



Feature	Description
Cursor	A context-sensitive cursor controlled by the mouse.
Current View	This feature tells you the cardinal direction of view of the room you're in (North, South, East, or West), and indicates whether or not you can rotate the camera.
Portrait	By default it shows the player. When in a conversation with an NPC, this portrait will change to indicate who is saying the dialog displayed in the dialog box.
Dialog Box	Any text, dialog, or interactive prompts from interacting with objects or characters in the world will appear inside the dialog box.
Tabs	These buttons will show you different sections of the UI and allow you to temporarily hide the UI to get a better look at your surroundings.
Active Object	When you click on an object in the world, its name will appear above the menu to indicate what you have clicked on.
Active Object Menu	When you click on an interactable object in the world, these buttons will be enabled or disabled to indicate what you can do to the Active Object.
Active Inventory Object	When you select an item in your inventory, its name will be displayed underneath the Active Object's Menu Buttons to indicate which object you will be attempting to use on the active object.

Tab Legend

Name	Description
	The Main tab of the in-game UI, pictured in the screenshot above. It displays all dialog and other important menu buttons.
	Inventory. When clicked, this will expand the UI and show all items you have picked up. You can then click on an item to select it and use it on other objects in the world.
	Journal. This tab will show you your current Case and all objectives you need to meet to be able to accuse the culprit. Once you discover an objective, its description will be revealed to you. Once you complete an objective, it will be checked off on the list.
	Collapse/Expand. Clicking this will hide the UI bar from view to allow you to focus on exploring the scene. Clicking on an object in the world will automatically bring up the main tab, or you can click on Expand to bring the menu bar back manually.

Cursor Legend

Cursor	Description
	Pointer. The default cursor.
	Interact. This cursor appears when you hover the mouse cursor over an object that you can interact with and are close enough to examine it.
	Walk Closer. This cursor appears when you hover over an object that you can interact with, but are too far away to interact with it. Move closer to interact with it.
	Cannot Interact. This cursor appears when you hover over an object that you cannot currently interact with. Come back later and this might have changed.

Icons & Buttons

Enabled	Disabled	Description
		BUTTON: Look Clicking this button will provide you with valuable observations about the object you are clicking on.
		BUTTON: Talk Clicking this button will allow you to engage in a conversation with another individual, or provide clues on how to use an object.
		BUTTON: Get If this button is enabled, clicking it will remove the item from the world and add it to your inventory.
		BUTTON: Use Some objects can be used all on their own, and others you have to combine them with an object you have in your inventory. Clicking this button will let you go through doors, open cabinets, or other similar actions, or allow you to combine objects like locked doors and keys to discover more clues and places to explore.
		BUTTON: Accuse This button replaces the 'Use' button when interacting with NPCs. Once you think you have discovered the culprit, you can click on a character and click this button to accuse them of the crime.
		ICON: Rotate In most rooms you can look at rooms from multiple perspectives. However, in the rare instances this icon is disabled, you will be unable to do so.