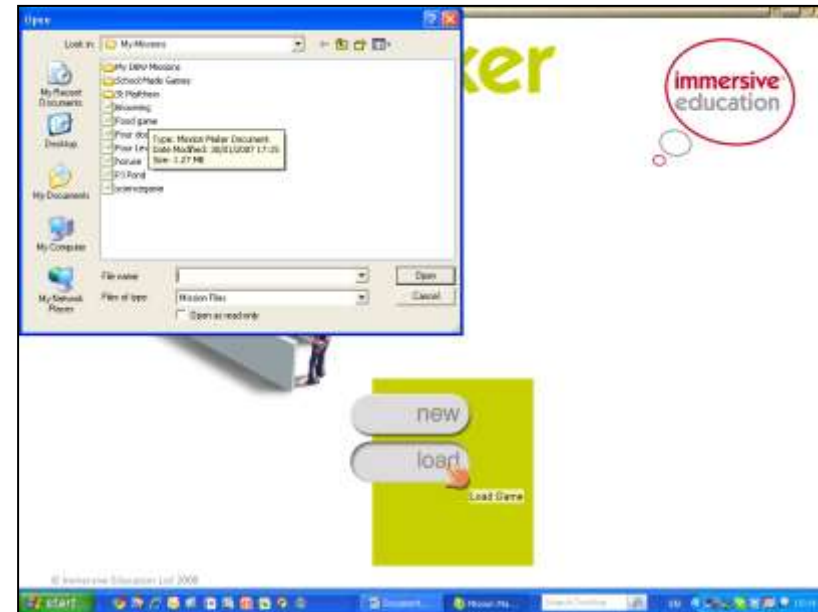# Navigation

Start by loading the game you want to play.

- Click **load**
- Navigate to where the games are saved: **C:/Program files/Immersive Education/MissionMaker/My Missions**
- Load the **Food Game**

Click play.

There will be a slight delay: '**Building world please wait ...**'

Be patient.

Blank page for sticking instructions into your log

Using Your Mouse

Scroll Button: Hold down and move mouse forward, left and right

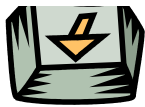**Left Button:** Click to select and grab things to put in your inventory.

Right Button: Hold down button and gently move the mouse to look around you

Use the arrow keys to move:

forward   **back**   **left**   **right**
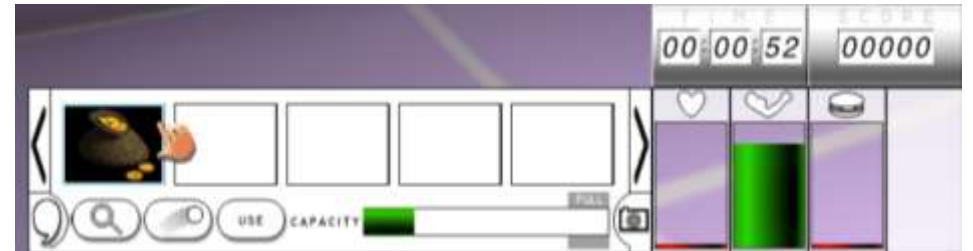
The **control key** allows you to crouch

The **space bar** allows you to jump

To come out of the game press the **escape [Esc] button**.

Your Inventory

`00:00:52`   `00000`

The **capacity bar** tells you how full your inventory is.

When you have dragged and dropped items into your inventory, you can:

Look at them (to see if there are clues) by clicking on the magnifying glass

Throw them out of the inventory using the throw button

Use them to gain points or time

Click on the **camera button** to take pictures and make notes.
When the camera opens, line up your picture and click the **take picture** button.
Click on **notes** to add your ideas.