Wandering in the Woods: User Guide

# Introduction

Wandering in the Woods is an educational simulation game designed to teach problem-solving, spatial reasoning, and probability to K-8 students. This game provides an interactive experience where players navigate a grid-based forest environment. The game is built using Pygame and offers multiple difficulty levels to cater to different age groups.

# Features

• Graphical Interface: Interactive gameplay using Pygame.  
• Three Difficulty Levels:  
 - K-2: Simple mechanics for younger students.  
 - 3-5: Customizable grid sizes, player placement, and movement tracking.  
 - 6-8: Advanced mechanics with statistics and wandering mode selection.  
• 2-4 Players: Players can be manually placed on the grid.  
• Random Movement Simulation: Players move randomly within the forest.  
• Run Statistics: Tracks longest run, shortest run, and average run.

# Installation Instructions

To install and run the game, follow these steps:

1. Clone the Repository:

git clone https://github.com/AaronMatayka/WanderingWoodsGame.git

2. Navigate to the Game Directory:

cd WanderingWoodsGame

3. Install Dependencies:

pip install -r requirements.txt

4. Run the Game:

python game\_base.py

# How to Play

1. Launch the Game: Run the game\_base.py script.  
2. Select Difficulty Level: Choose from K-2, 3-5, or 6-8 based on the desired complexity.  
3. Configure Game Settings:  
 - Grid Size: Customize the grid dimensions.  
 - Player Placement: Manually place 2-4 players on the grid, both amount and location.  
4. Start Simulation: Players will move randomly within the forest, or on 6-8 in two other possible ways.  
5. View Statistics: After the simulation, review the run statistics, including the longest run, shortest run, and average run.

# Support and Documentation

For more details and troubleshooting, visit the Wandering in the Woods GitHub repository.

# How to Download the Game from the Releases Tab on GitHub

To download a precompiled version of \*Wandering in the Woods\* directly from the GitHub releases, follow these steps:

1. Visit the Releases Page:

Go to the https://github.com/AaronMatayka/WanderingWoodsGame/releases

2. Choose the Latest Release:

Find the most recent release at the top of the page. This will typically have a version number or tag indicating it's the latest stable version.

3. Download the Release:

Under the 'Assets' section of the release, you'll see files available for download. These files are usually in `.zip` or `.tar.gz` format. Choose the one that suits your system:

• For Windows/Mac/Linux: Download the appropriate `.zip` or `.tar.gz` file.

4. Extract the Files:

Once the file is downloaded, extract the contents to a folder of your choice.

5. Run the Game:

• Windows: Double-click `game\_base.py` to run the game.

• Mac/Linux: Open a terminal in the extracted folder and run `python3 game\_base.py`.

By downloading from the releases tab, you can skip the installation of dependencies and directly start the game, making it more convenient for users who want to play without using the command line.