



Sokoban

Fahim Uddin Alvi

Table of contents

- Contents.....1
- Welcome.....2
- Controls.....2
- Gameplay.....2
- How to launch.....3

Welcome to SOKOBAN

Test your brain in SOKOBAN
the puzzle for your brain.

Use the player character to move all the boxes to the
target area, but watch out don't get trapped!

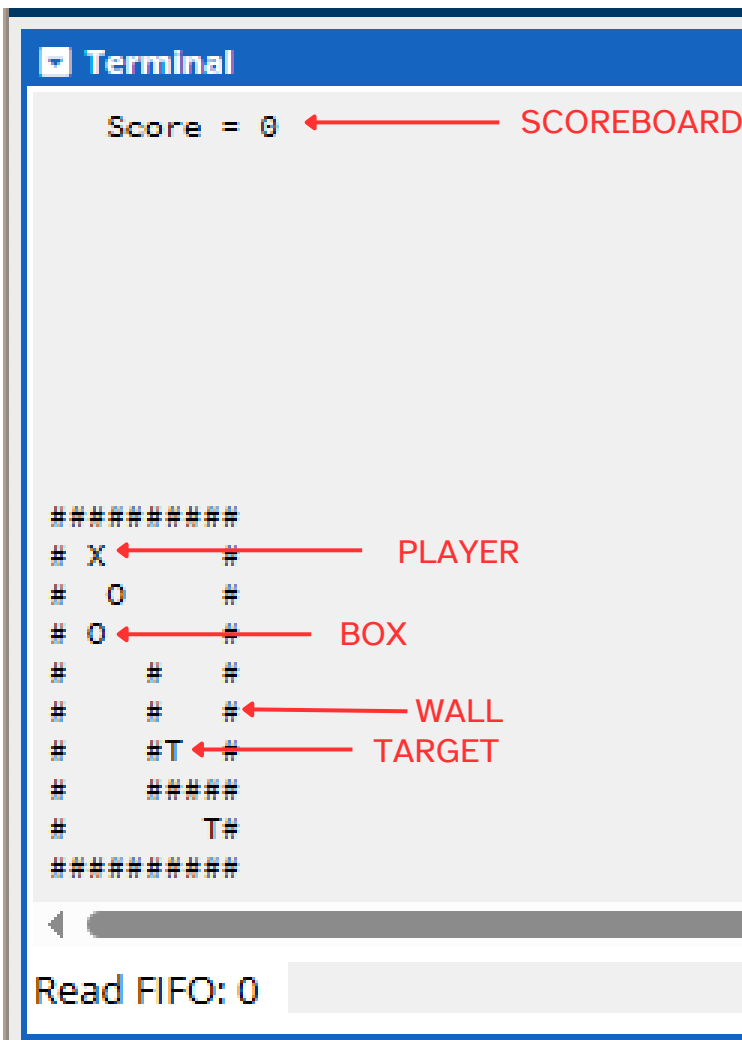


Fig 0.



Fig 1.

Game controls: Fig 1.

Up: W

Down: S

Left: A

Right: D

Press 1 to REPLAY

Press Q to QUIT

Gameplay

Use the controls to move the player character and push
the boxes onto the target areas as shown in Fig 0.

- # represents WALLS
- X is the PLAYER CHARACTER
- O are BOXES
- T are TARGETS

Sucessfully solving the puzzle will increase the **scoreboard** as
shown in Fig 2.

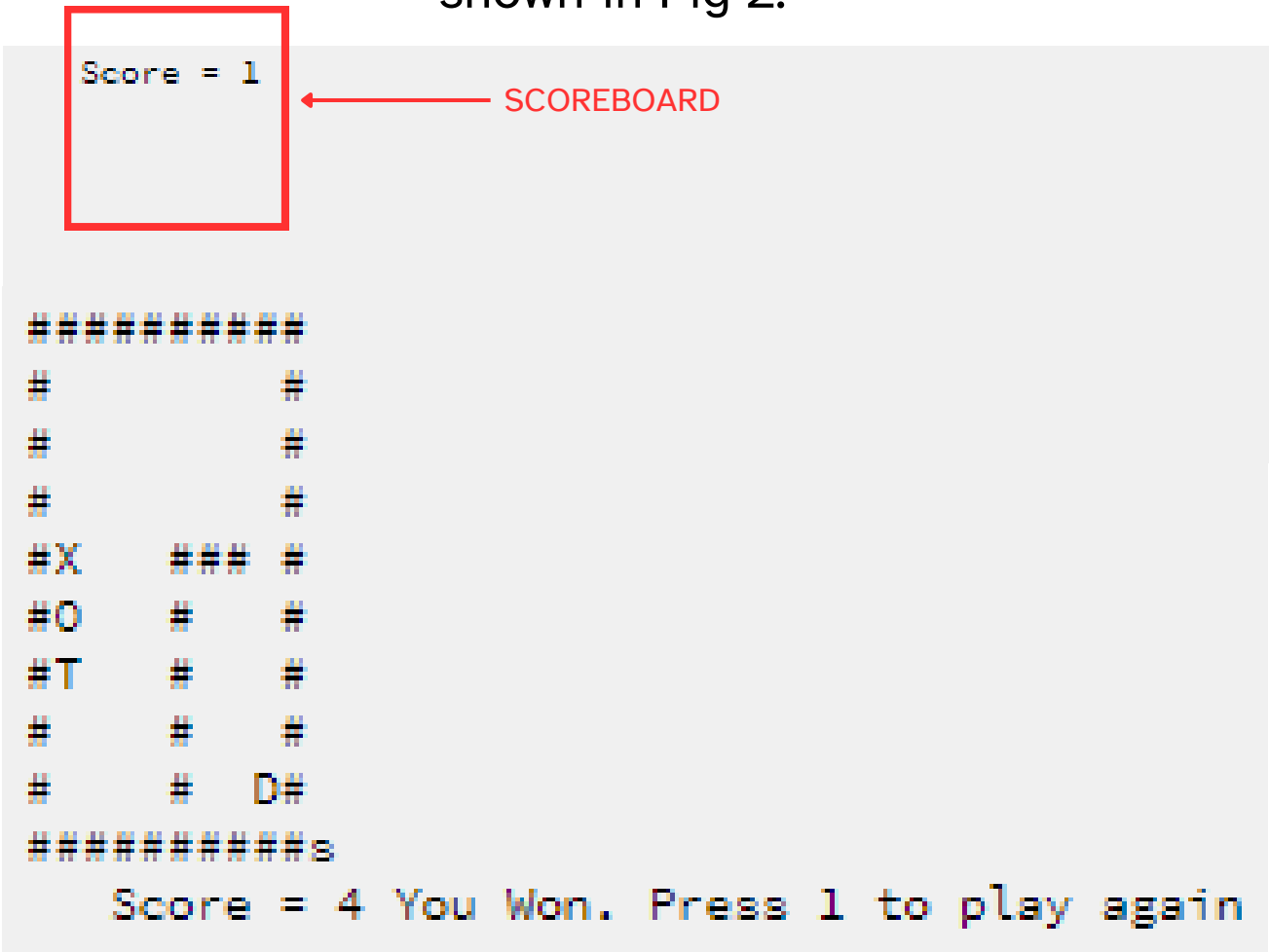


Fig 2.

Keeping playing and earn the highest score! Press 1 to play again
after you successfully complete a puzzle and move to the next board.

How to launch

1. Click on the link below and untick the options **Memory access misaligned** & **Function clobbered callee-saved register** marked below in Fig 3.

<https://cpulator.01xz.net/?sys=rv32-spim>
Click me!

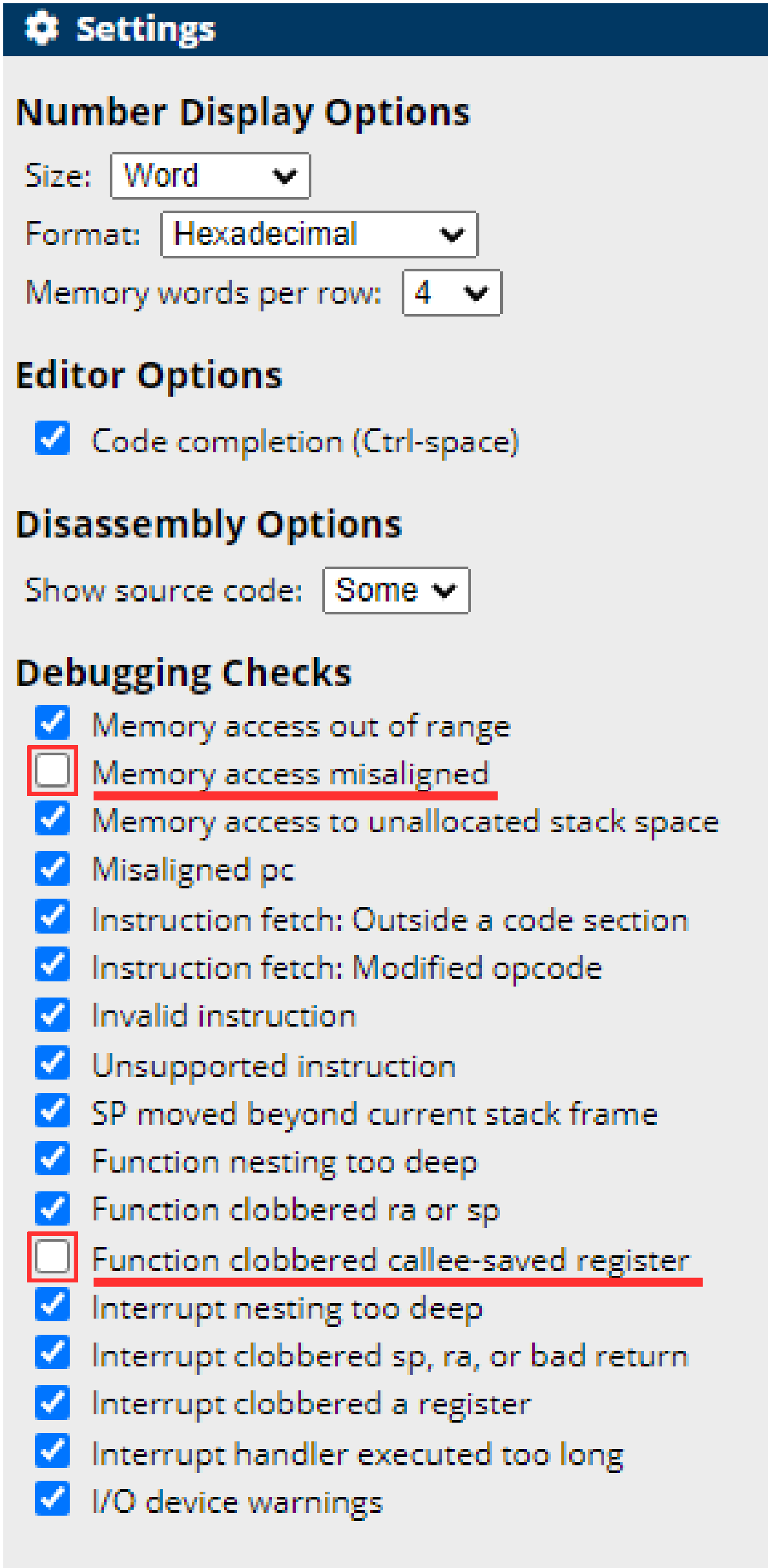


Fig 3.

2. Press **Ctrl+O** (Open) and open “**starter.s**” file as shown in Fig 4.

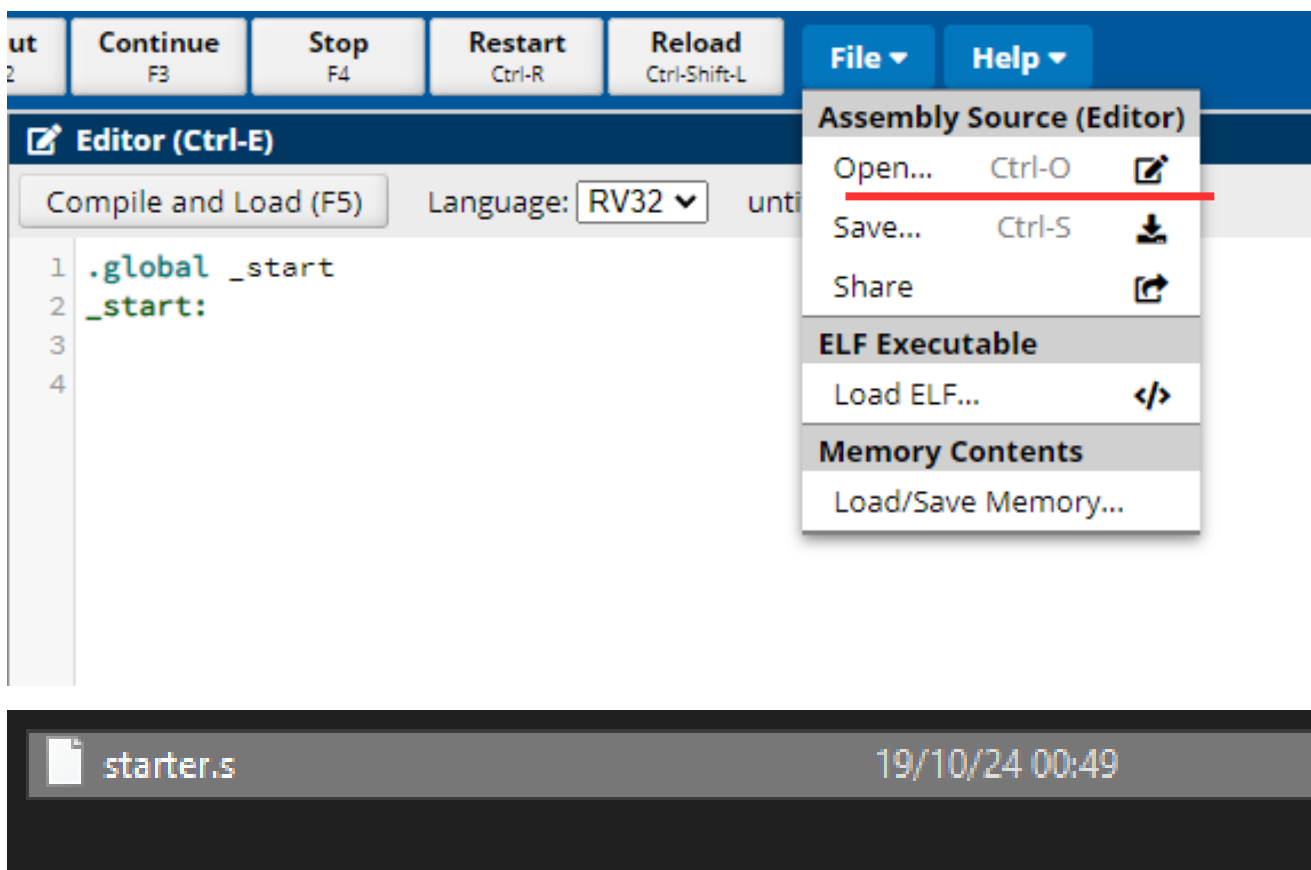


Fig 4.

3. Press **F5** (Compile and Load) and then press **F3** (Continue) to start the game as shown in Fig 5.

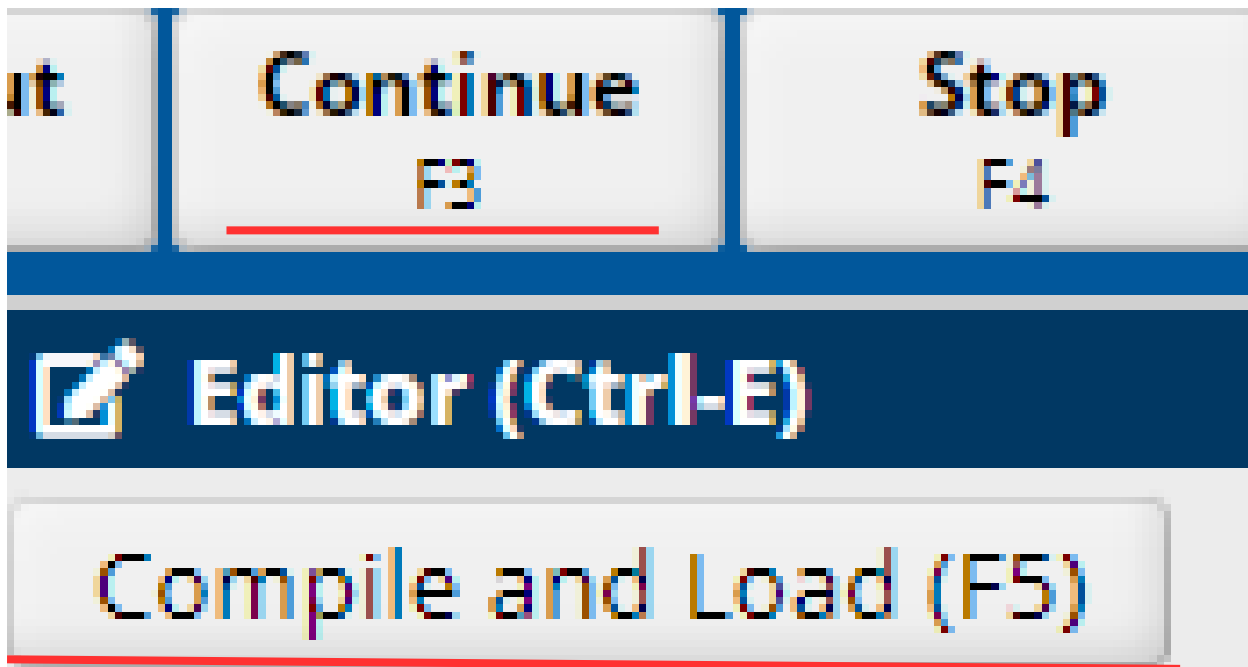


Fig 5.

4. Click on the **terminal on the top right-hand side** as shown in Fig 6. to begin playing

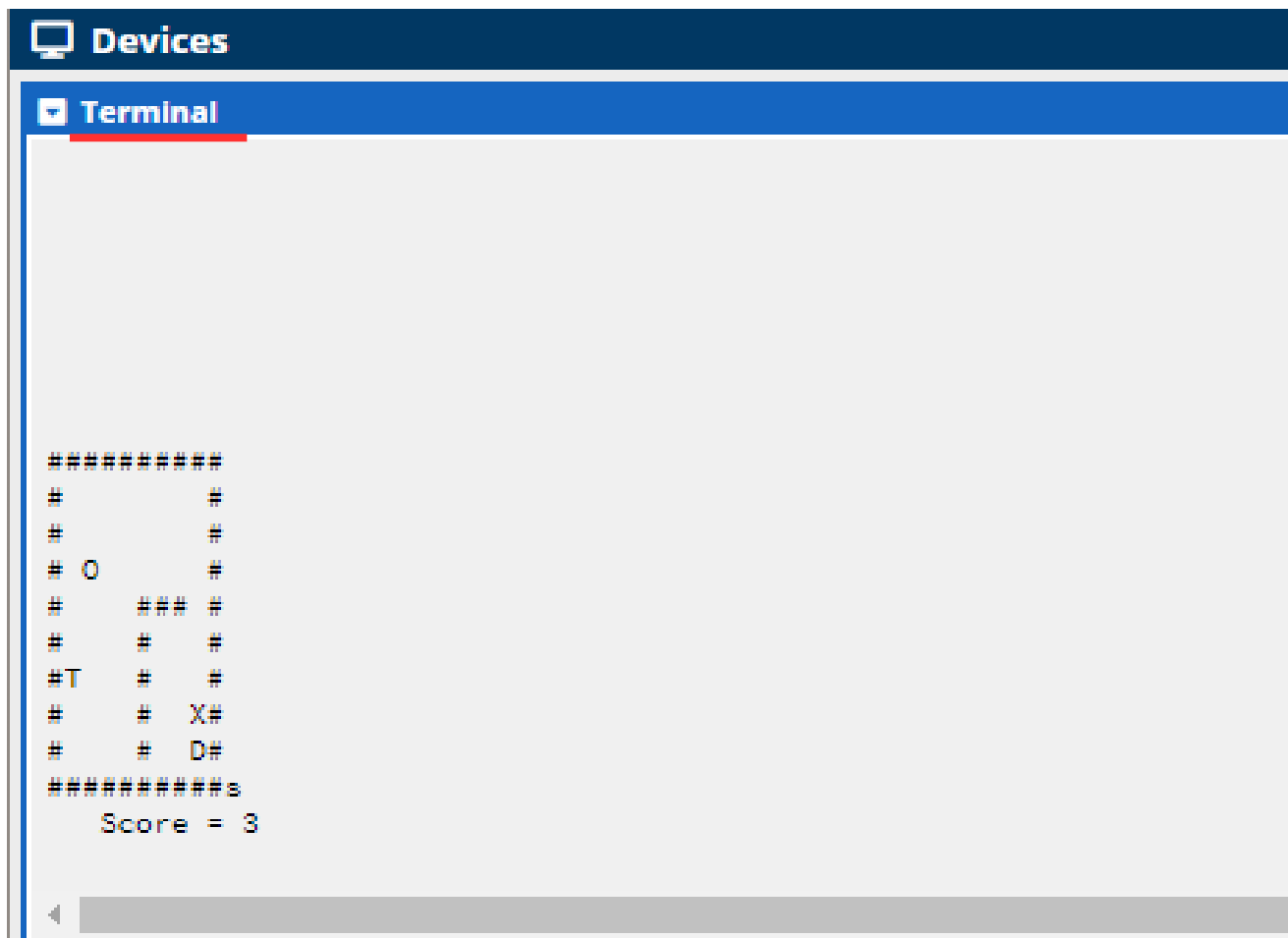


Fig 6.