

eLMaze

User Manual

What is eLMaze?

ELMaze is a maze game, in which the main goal is to guide a small ball through the end of various mazes, passing through small obstacles.

The game offers a set of both single player and multiplayer levels, which need the cooperation of both players in order to be solved.

How set up the game server

In order to play, you will need the server application on the pc. The beginning menu will appear when you run it.

Clicking “**EXIT**” will end the application immediately.



Image 1: Desktop's Main Menu

If you click on **CREDITS**, the Credits menu will appear. Here are some informations about the developers and about the project. Click “**Back**” to return to the main menu.

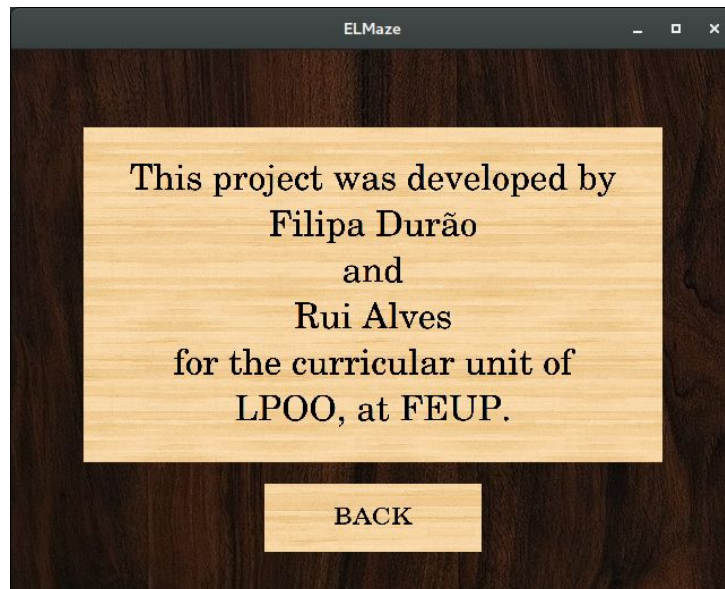
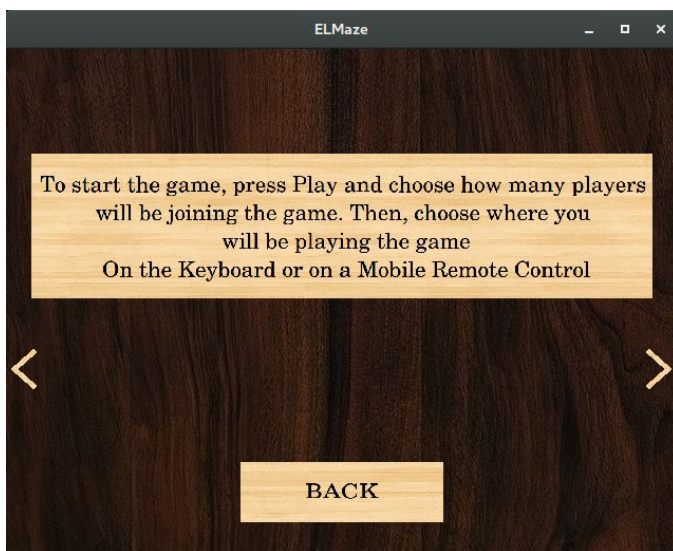


Image 2: Desktop's Credits

If you click on the **INSTRUCTIONS** button, the first page on the instructions will appear on the screen. Click on the arrows to change between pages. Click “**Back**” to return to the main menu.



Images 3 and 4: Desktop's Instructions

If you click **"PLAY"**, you will then move on to the next menu, where you will be asked how many players will play the game, 1 or 2.

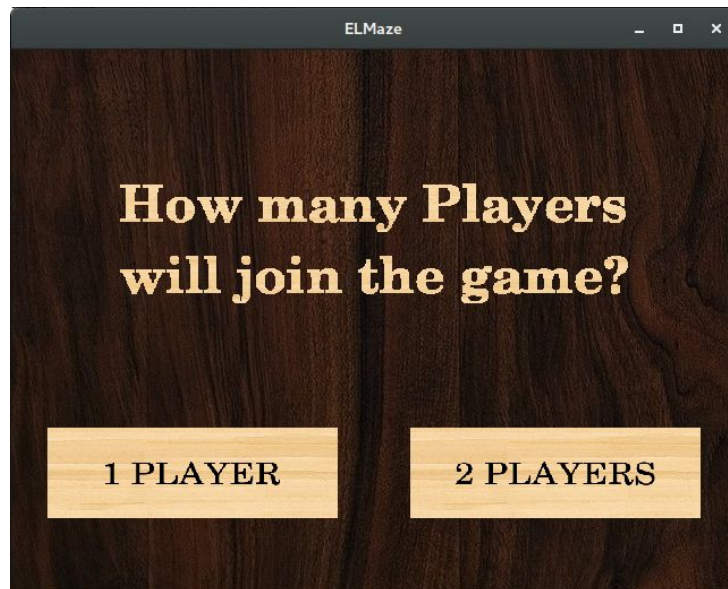


Image 5: Desktop's Number of Players choice menu

Once you choose the number of players, you will move on to the choice of the platform where you will be playing on.

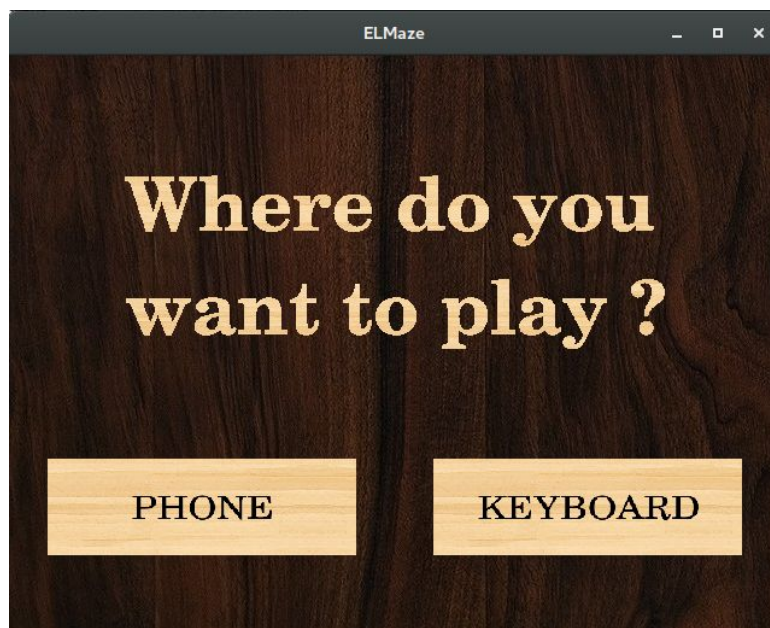


Image 6: Desktop's Platform choice menu

Play with the Keyboard

If in the platform choice you choose the **KEYBOARD** option, you will be presented with a menu to choose the appearance of the ball of the player(s). Once you are finished and press **PLAY** the game will start, and the player(s) will use the arrow keys and the ASDW keys to play (both can be used to move the ball in single player, in multiplayer the arrows are for player 1 and ASDW for player 2).



Image 7: Single player keyboard skin choice menu

Play with the Phone

If in the platform choice you choose the **PHONE** option, you will be presented with a menu to choose the appearance of the ball of the player(s) and a Game Code. The Game Code must be inserted on the phone(s) of the player(s) in order for them to connect with the server/Desktop application. Once the game has started, the player(s) must tilt the phone to make the ball move!



Image 8: Multiplayer Phone skin choice menu

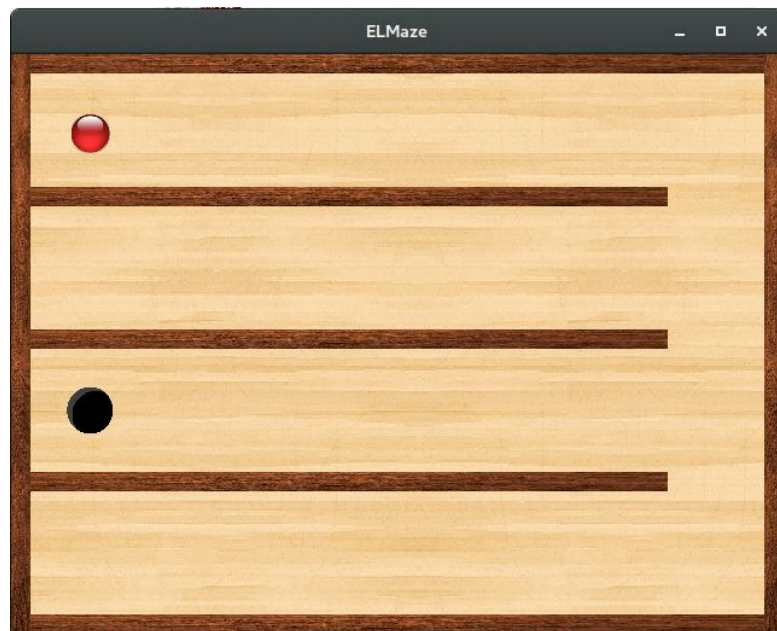


Image 9: GamePlay

How to prepare the game on the phone

On the Phone, the Instructions and the Credits view is just the same as the Desktop's ones. But once you press Play, a keyboard will appear to insert the Game code and connect to the server. Once you input the correct code, you wait until PLAY is pressed in the server.



Image 10: Phone's Main Menu



Image 11: Keyboard

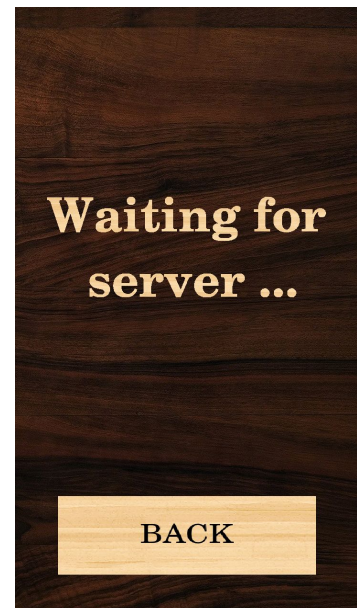


Image 12: Waiting for server response

Once the game starts, the screen will change to the Play screen.

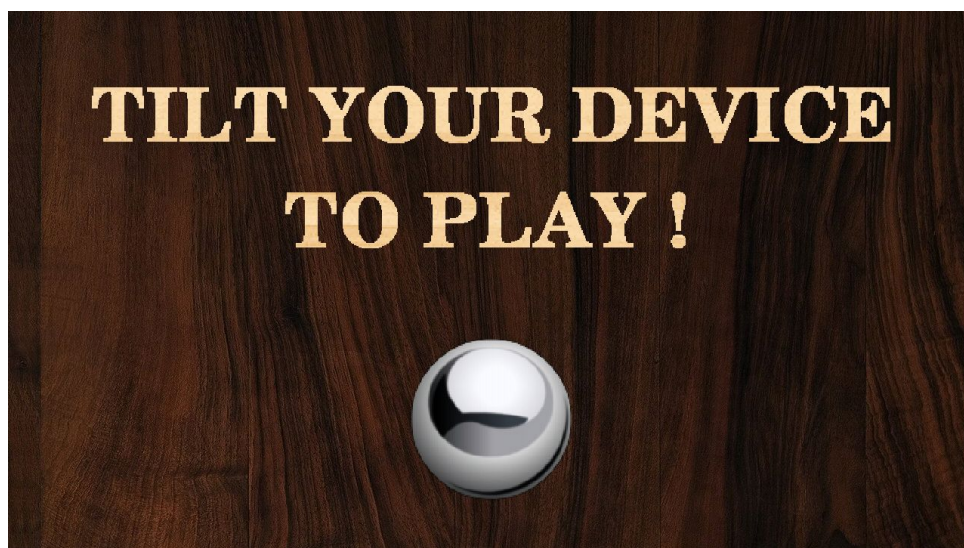


Image 13: Play screen on the phone

Once you win, your win screen will be displayed!

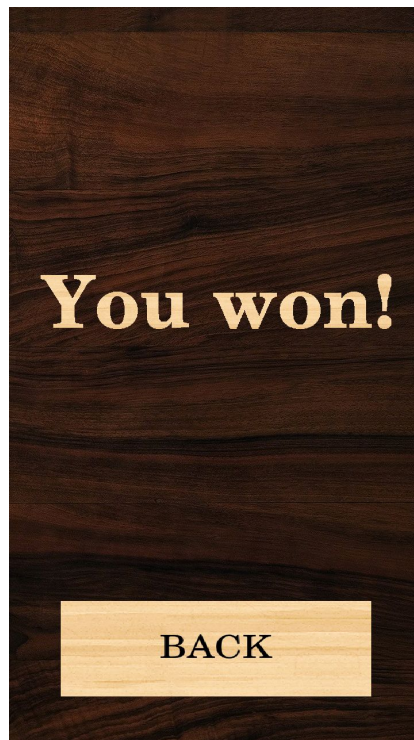


Image 14: Winning screen on the phone

Good luck!