

## User Guide

Installation Manual ----- Page 1

Quick Reference ----- Page 1

Tutorial ----- Page 2

### Installation Manual:

1. Download the executable application file to your device.
2. From your screen, select the game “AmazingMaze”

### Quick Reference:

**Pause:** Stop at the current state of the game, can be resumed later

**Restart:** reload the level when the button is pressed.

**Choose New Level:** Choose other levels to play

## Tutorial:

### Step 1:

- The user can open the game and is prompted with the Welcome screen.
- At this point, the only option is to select “Play” on the screen to progress to the next screen.




### Step 2:

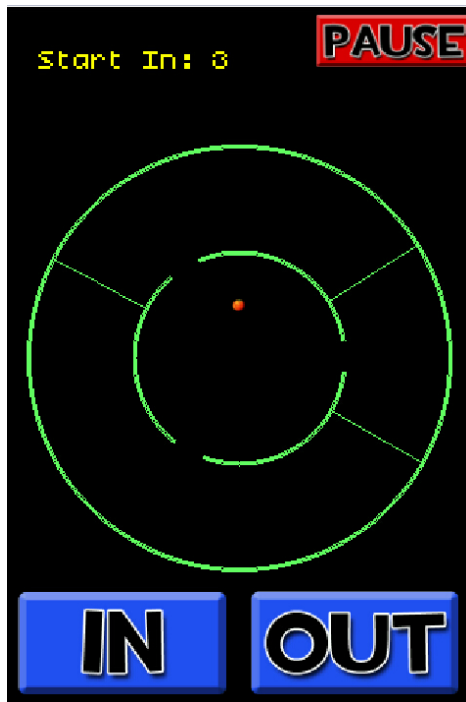
- The user can choose their desired difficulty, which will determine the design of the actual maze.
  - Easy: If the user selects an “easy” maze, the random maze-generator will create a maze with 3 layers
  - Medium: If the user selects an “medium” maze, the random maze-generator will create a maze with 4-5 layers
  - Hard: If the user selects an “hard” maze, the random maze-generator will create a maze with 6-7 layers



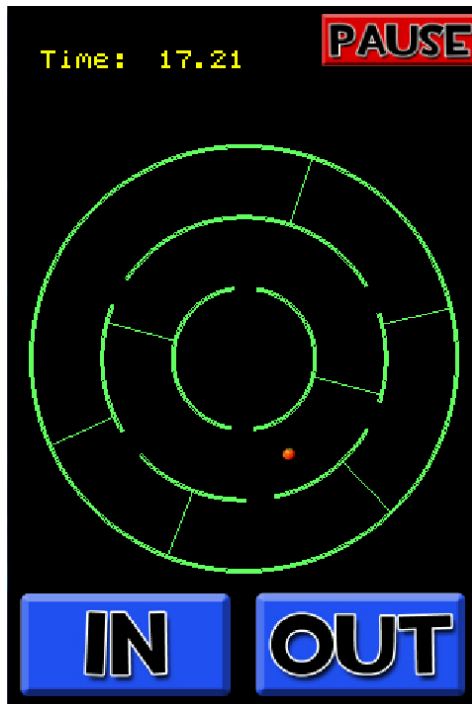
Step 3:

- After the user chooses the level, the generated maze will be shown in its entirety so that the player may analyze the maze and study/attempt to memorize the locations of the walls and doors.
- The user is given 3 seconds to analyze the maze.
- Once the 3 seconds is up, the timer of the game begins and the player is given a view perspective of *only* the innermost layer.
- At this point, the player (on screen) is constantly moving along the path of its current layer.
- The user can press the **OUT** button when they are near a door
  - If they are *not* near the location of a valid door, the player will not move as it is considered an invalid entry point to the next layer
  - If they *are* near the location of a door, they will successfully move out to the next layer, and the camera's view perspective will change to reveal the next full layer of the maze

- At some point, the user may find that they are trapped and cannot make a valid move to move out to the next layer to escape the maze.
  - At this point, they can click the  button in order to enter a door that leads to an inner layer.
  - From here, they may attempt to select the “correct” door which can eventually lead to their escape.



- At any point in the game, the user may choose to pause.
  - This will cause the elapsed timer to pause as well, and from there, the user can choose to either restart the level, resume the game, or select another level to play, which will generate a new random maze



The player will be able to see the whole maze when he/she finds the correct path to exit.

