Amazing Maze User Guide

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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

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Step 1: Start Menu
- Once opened, the user is prompted to the Welcome screen.
- The user may select the option "Play" using the

    PLAY

button on the screen to progress to the next screen.

Step 2: Choose Level Menu
- 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: Maze Game
- 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 **IN** 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.
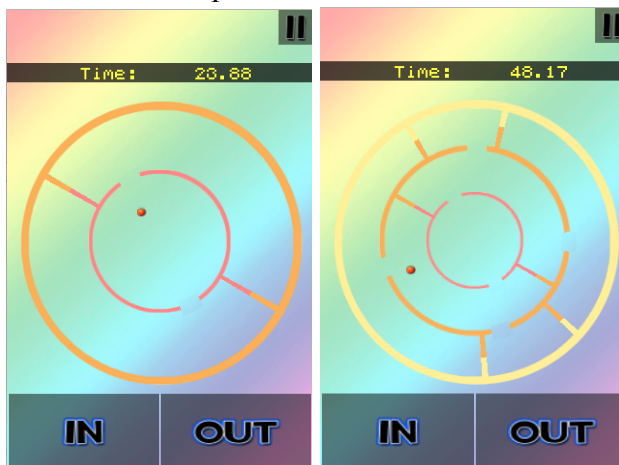
- The player will be able to see the whole maze when he/she finds the correct path to exit.
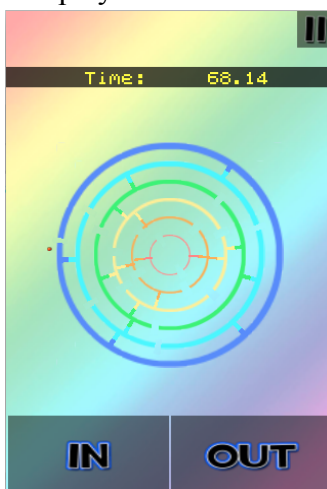
Step 4: Pause Menu

- At any point in the game, the user may choose to pause using the ⏸ button, which will take the user to the pause menu.
- While on this page, the elapsed timer will be paused, and the user can choose to either resume the game, restart the level, or select another level to play, which will generate a new random maze.

Step 5: Completion Page
- Once the user has completed the game, the user will be prompted to the completion page.
- On this page, the user will see his/her final score. The user has the option to retry a new maze of the same difficulty level, choose to pick a different level of difficulty, or go back to the main menu.

Step 6: Top Scores Page
- On the main menu, the user may select the option "Scores" using the **SCORES** button on the screen to progress to the scores menu.
- On the scores menu, the user may choose

    - to go back to the main menu using the ← button
    - view the easy level top scores using the **EASY TOP SCORES** button
    - view the medium level top scores using the **MEDIUM TOP SCORES** button
    - view the hard level top scores using the **HARD TOP SCORES** button