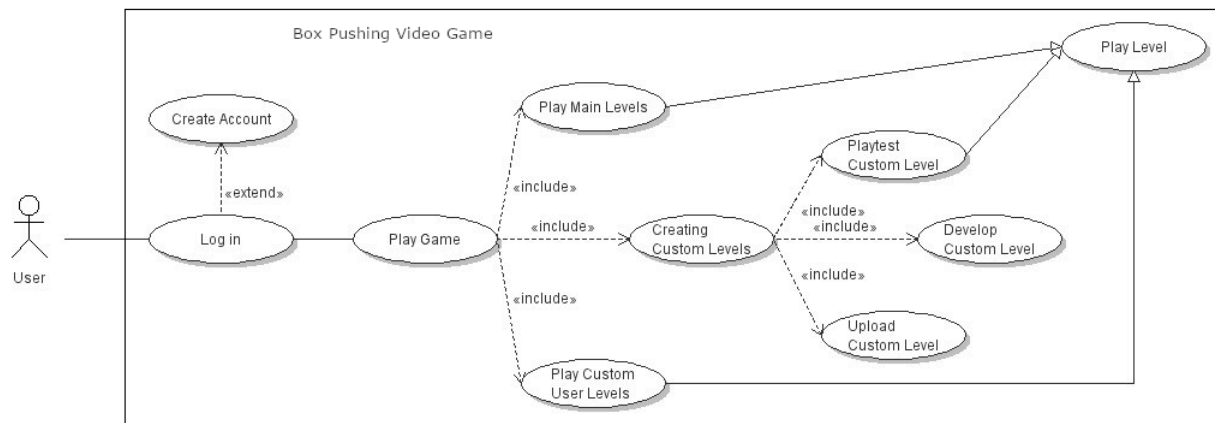


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When the user opens the game they are first faced with a login option, they must login or create an account. An account consists of a unique username. Once they log in and are in the game they are at the main menu where they can continue from the last played main level, go to the level select for all main levels, enter the custom level creator, or play custom made levels.

When playing levels, the user is given four movement options: up, down, left, and right. A step counter will display on screen to tell the user how many steps they have taken in their attempt to solve the puzzle. The user will complete levels by pushing boxes onto every target in a given level, at which point a victory screen will appear, displaying their score in steps taken, and giving them the option to continue or retry the level. The user can choose to exit a level at any time and return to the main menu. In the level select menus, each level will have a corresponding leaderboard which can be viewed, and will show the top five scores of least steps and which users achieved said scores.

If the user decides to create a custom level, they are taken into the level editor similar to Mario Maker's level editor. The player can choose the width and height of the level and place down level assets along a grid. While in the level editor they have the option to playtest their level while

they work on it. The user can return to the editor from playtesting and, if the level was beaten, they can choose a name for the level and upload it for all users to play. The user can choose to exit the level editor and go back to the main menu. When leaving the level editor, all created level data is lost. Note that uploaded levels will remain available to play, but can not be recovered for editing.

User created levels can be found in a sub menu off of the main menu, and are displayed in a list with their name, their uploader's name, and the option to view their leaderboard and play the level.