

Interactive Maze

Tingying He

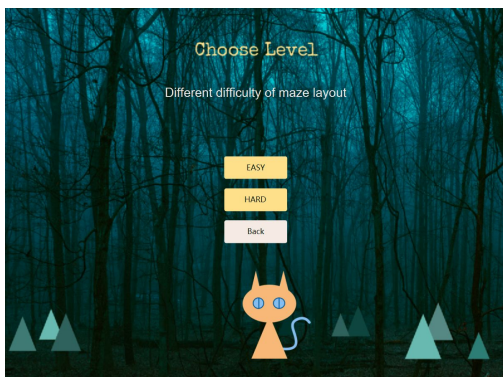
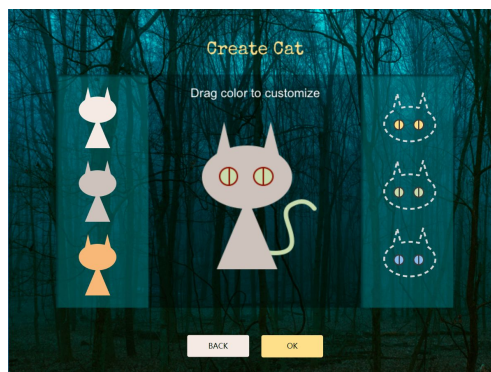
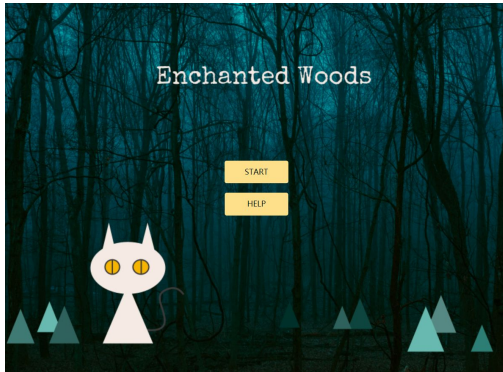
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1. Brief introduction of the gaming process

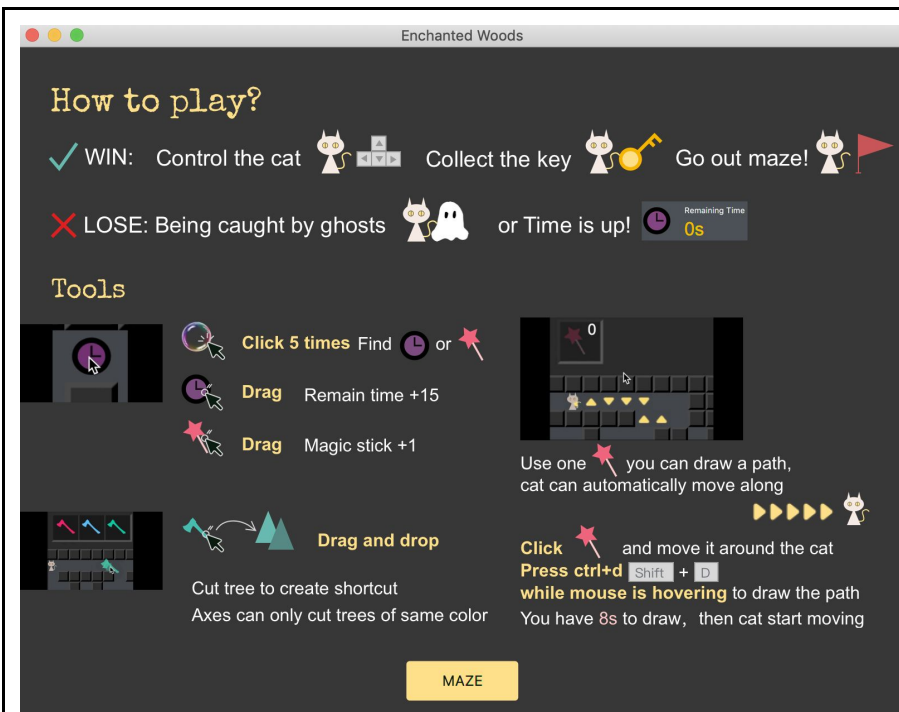
- Launch the game
- Customize the appearance of the gaming character
- Select gaming difficulty level
- Start the game
 - Goal: Get out of the maze within a limited time
 - Operation:
 - Move around the character with arrow keys
 - Avoid the contact with ghosts
 - Get the key
 - Click to burst the bubble and pick up tool:
 - Timer: gain extra time for the game
 - Magic stick: draw a path and the character will follow it to move automatically
 - Drag and drop the axe to chop off the corresponding trees

2. Implemented functionalities

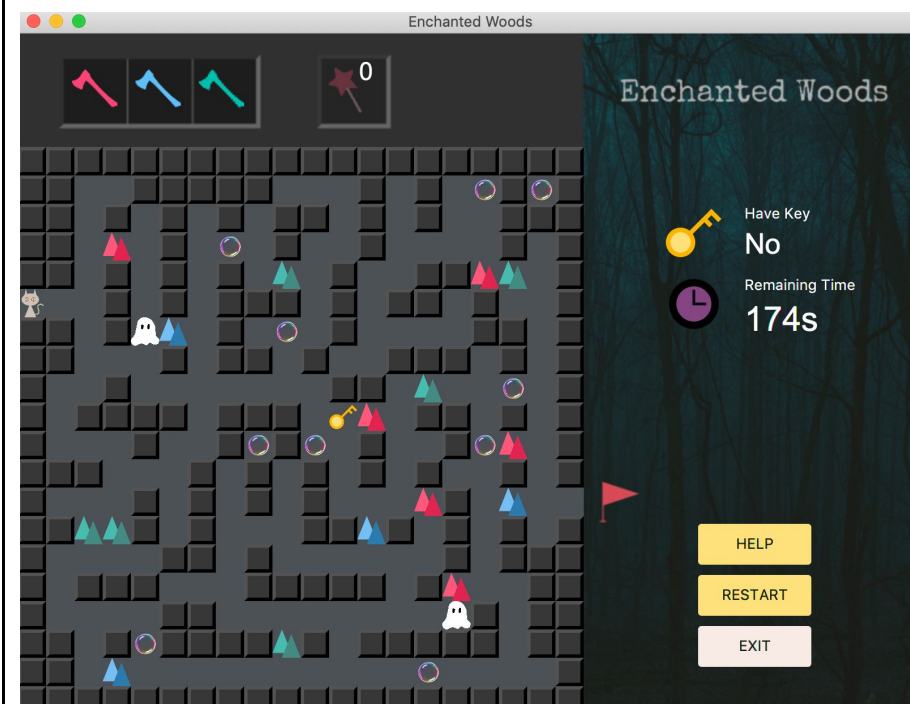


Before starting the game

- 1) Route between different pages according to instruction
- 2) Drag and drop to customize the appearance of the character
- 3) Select the level of difficulty
- 4) Watch the tutorial before start to play the game

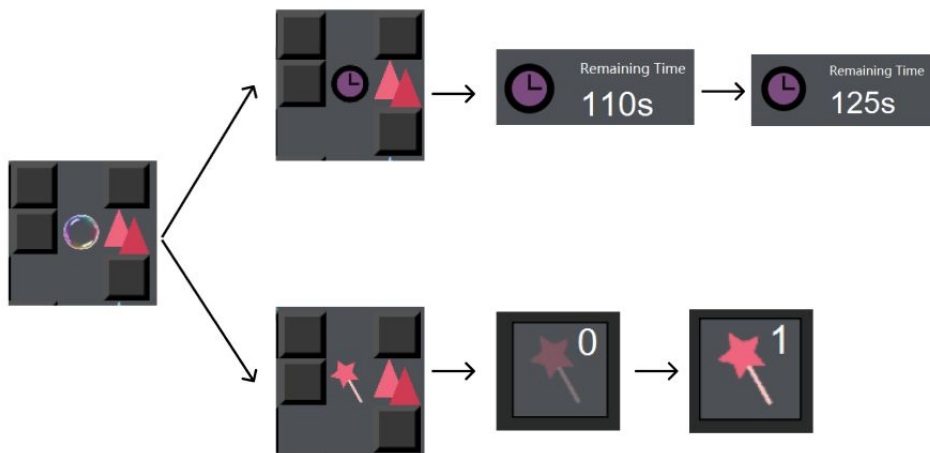


Watching the tutorial



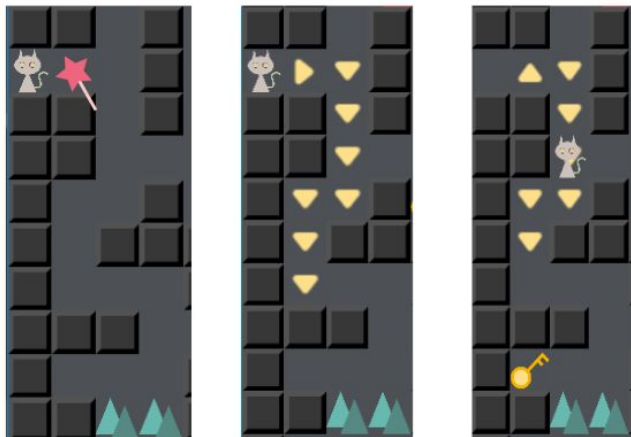
Starting the game

- 1) Navigate the character around with arrow keys
- 2) Remaining time: the character need to get out of the maze before time runs out, otherwise the game will restart
- 3) 2 auto moving ghosts:
 - The ghosts are moving randomly every 0.5s
 - The game will detect the collision with the character and the ghosts every 0.5s
 - The character will get killed if he contact with the ghost, and the game will restart



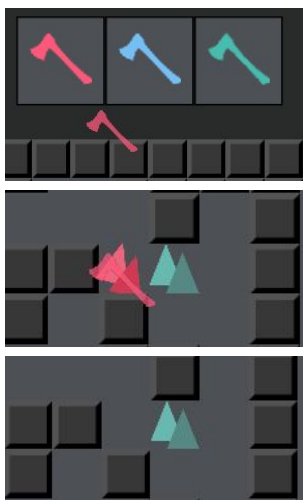
Game Operation

- 1) Click the bubble for 5 times
 - Bubble will burst and randomly reveal one of the following tool
 - Timer: collect the timer by dragging, and you will gain
 - Magic stick: click the magic stick by dragging, the magic stick on toolbar will be enabled and number will change accordingly
- 2) After the bubble is exploded and tools get collected, this cell will allow the character to pass



Game Operation

- 1) Click the magic stick when it's not disabled (number > 1 && no opacity)
 - Cursor turns to magic stick
 - Press Shift + D while hovering the mouse to draw the path
 - The magic stick can only last for 8s, and it'll be disabled and cursor returns to default
 - The character will start to navigate automatically following the drawn path



Game Operation

- 1) Drag the axe from the toolbar
 - After Dragging the axe out of the toolbar, trees in the maze with corresponding colors will shake slightly
 - When the axe is on a tree with same color, this tree will shake heavily
 - When Drop the axe on this tree, the tree will gradually disappear
 - Nothing will happen if an axe is dropped on a tree of different color
- 2) After the tree is chopped off, this cell will allow the character to pass

YOU WIN



YOU WIN



You go out of the maze!

Restart

GAME OVER



GAME OVER



You are caught by a ghost!

Restart

GAME OVER



Time is up!

Restart

No Key



You cannot go out of maze without a key! Try to get it!

OK



Gaming Status

- A pop-up window will show up either the character win the game or lose it
- A pop-up window will show up if the cat at the exit without key.