1. Control scheme:

Arrow Key Up: Moving forward

Arrow Key Down: Moving backward

Arrow Key Left: Look left

Arrow Key right: Look right

Goal: Participant will go to the location where they heard a guitar sound, not the error sound. When they reach that location five times in a row, they will start from a different location. That’s when we test their spatial strategy: Will they follow their same turning direction, or follow the location of that object.

Output: There are two output files: One is the trajectories (coordinates\_ID\_Name.tsv) and the other is a summary of strategy preference (YMazePreference\_ID\_Name.tsv; 0 - 5, higher scores mean more place strategy preference).

1. Environment Number: Input the number of environments you want to experience. 5 is recommended.
2. The app generates two data files named with subject ID: One is the record of the strategy preference and the other is the coordinates.

1. Press ‘esc’ to quit the app.