

Sokoban User manual

- In this program there will always be choices with the numbers before it. To choose any choice, user needs to type the number which is corresponding to the choice and press ENTER.
- There are several pages in this program, when you enter some page like “how to play” and you are done reading it, there is a option to go back which has the corresponding number is 0, so user can go back by typing 0 and press ENTER.
- While playing a game, player can move a character by typing w (up), a (left), s (down), d (right) and type ENTER.
- While playing a game, if the user cannot finish the game or would like to exit the game, player can press ESC bottom and press ENTER.
- In the game, the whole map is represented by the character like the map below

Your step: 4

```
#####  
#          # xB #  
# x        # xB #  
# B        # xB #  
#          #####  
# P        # #  
#          # #  
# B        # #  
# x        #  
#####
```

```
#      is a wall  
B      is a box  
P      is a player character  
x      is a destination of the box
```

Your step will always show user how many steps the user has taken so far.

- In case user gets a good score and user is asked to enter a name, he/she can use keyboard and type the name, when he/she is done typing his/her name, press ENTER.