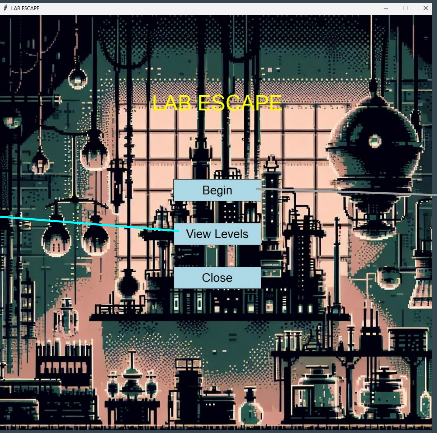
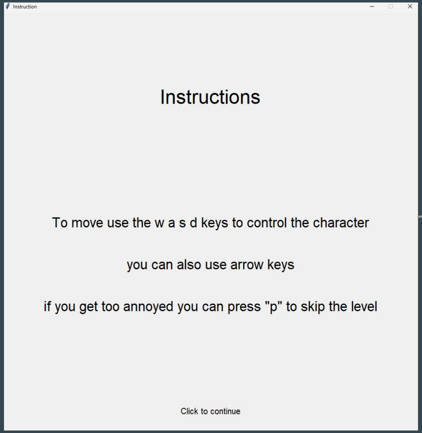
By Arman and Micha

Storyboard





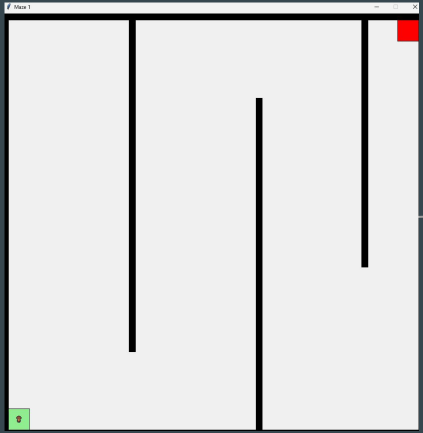
Instructions

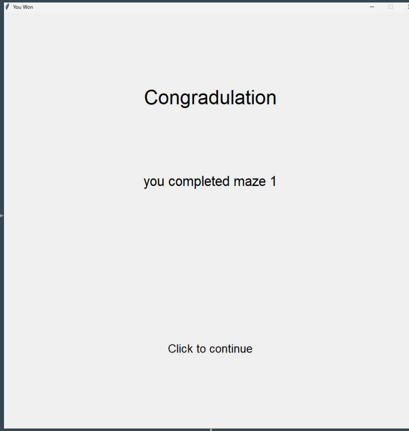
To move use the w a s d keys to control the character

you can also use arrow keys

if you get too annoyed you can press "p" to skip the level

Click to continue

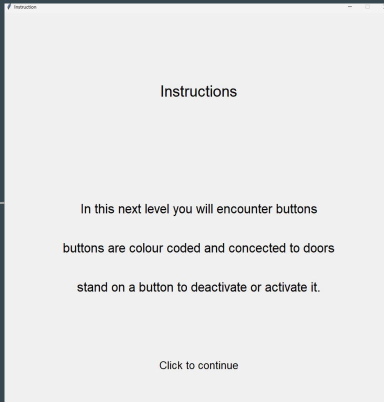




Congradulation

you completed maze 1

Click to continue



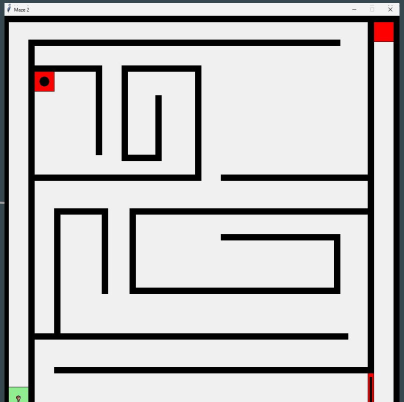
Instructions

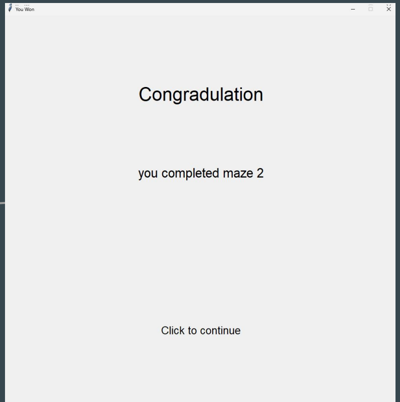
In this next level you will encounter buttons

buttons are colour coded and concected to doors

stand on a button to deactivate or activate it.

Click to continue

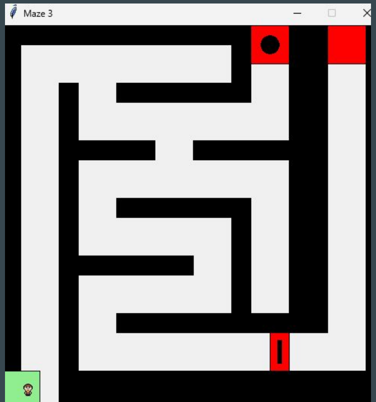


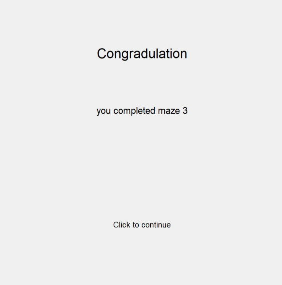


Congradulation

you completed maze 2

Click to continue

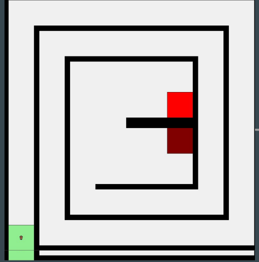


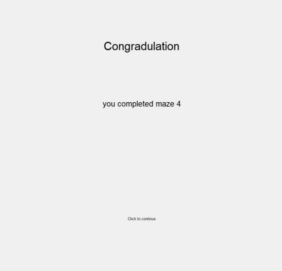


Congradulation

you completed maze 3

Click to continue

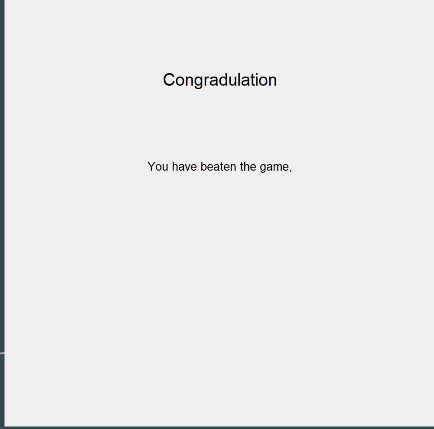




Congradulation

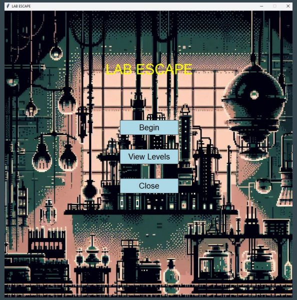
you completed maze 4

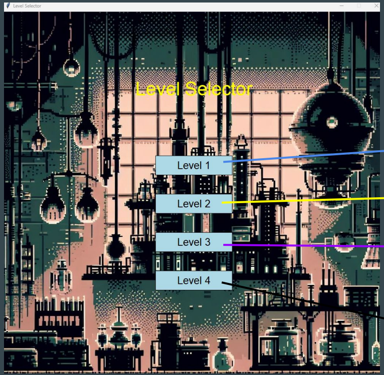
Click to continue

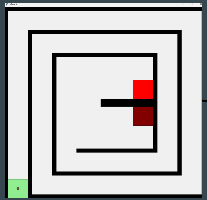


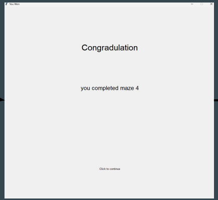
Congradulation

You have beaten the game,









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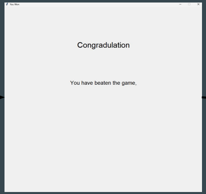
you completed maze 4

Click to continue



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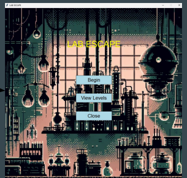

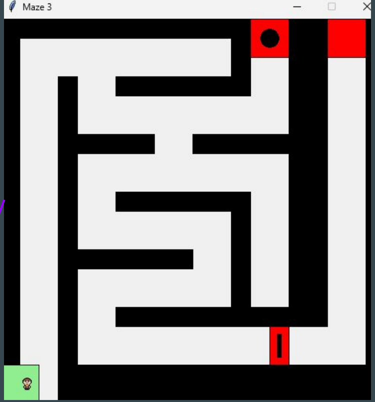

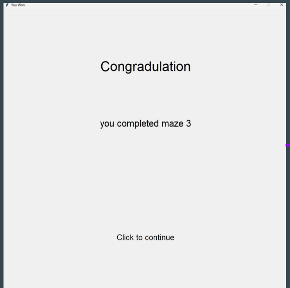

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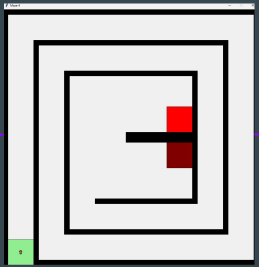
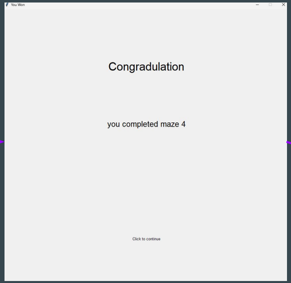
Click to continue





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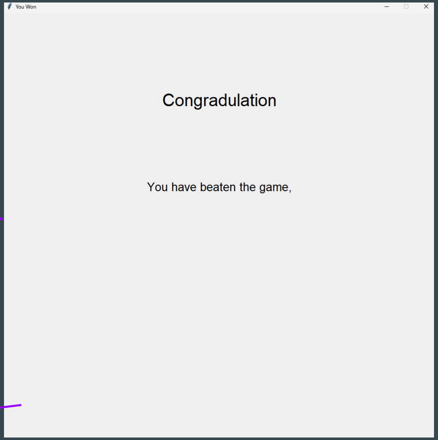

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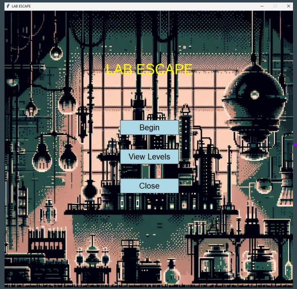

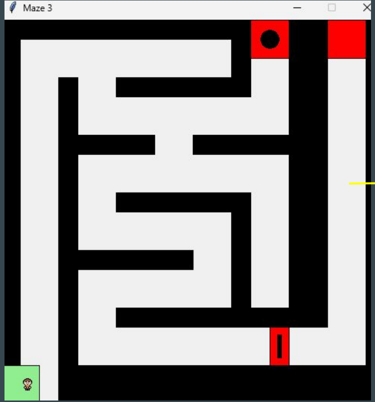

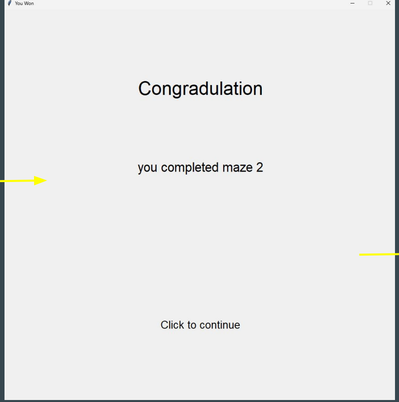

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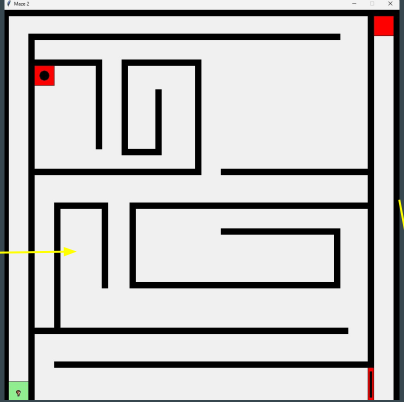
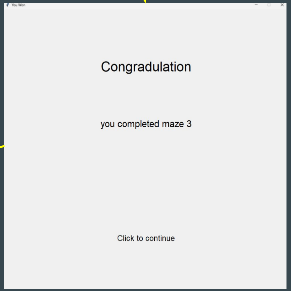
you completed maze 2

Click to continue





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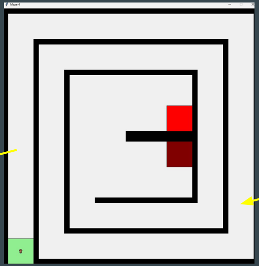
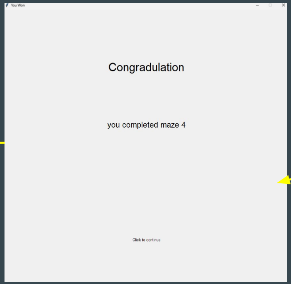
Click to continue





Congradulation

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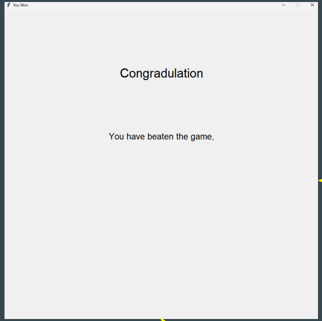
Click to continue



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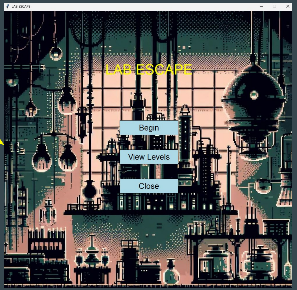
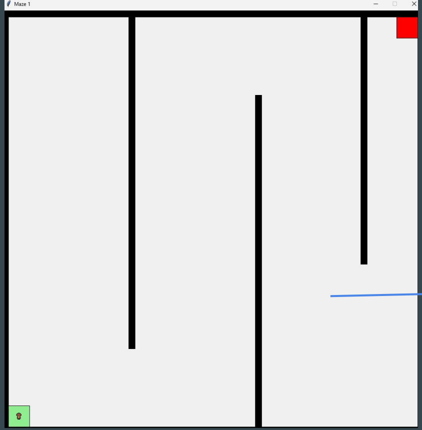
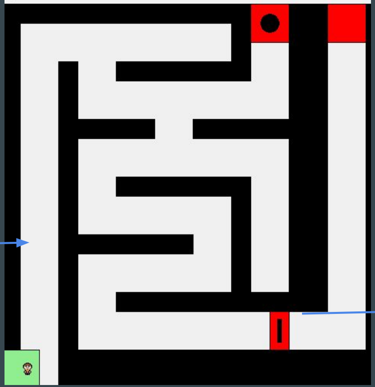


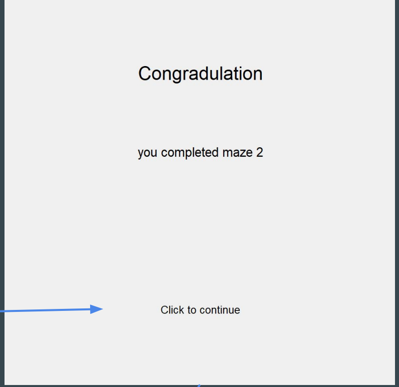


Congradulation

you completed maze 1

Click to continue





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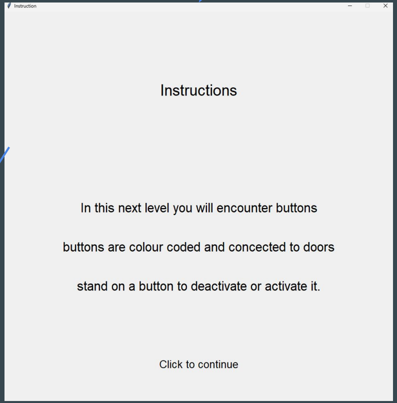
Click to continue



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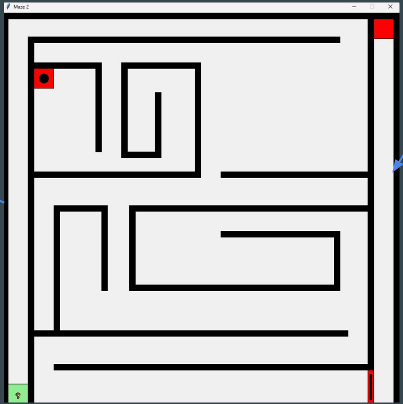

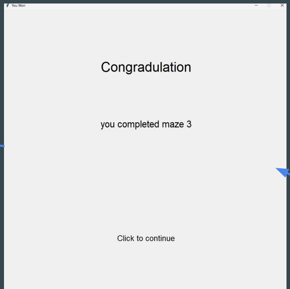

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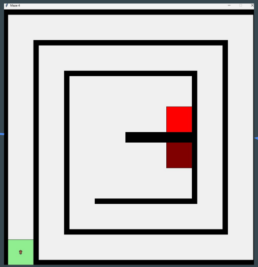

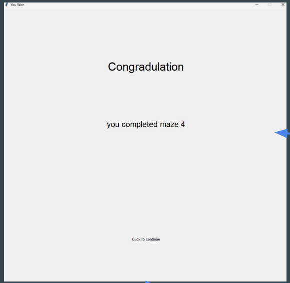

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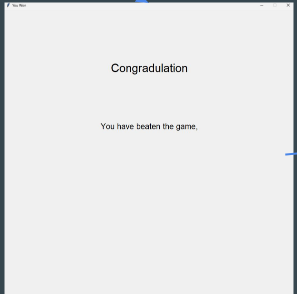

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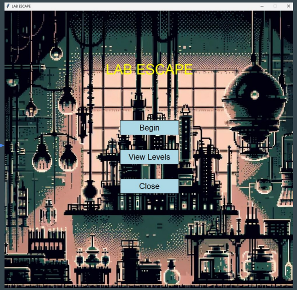
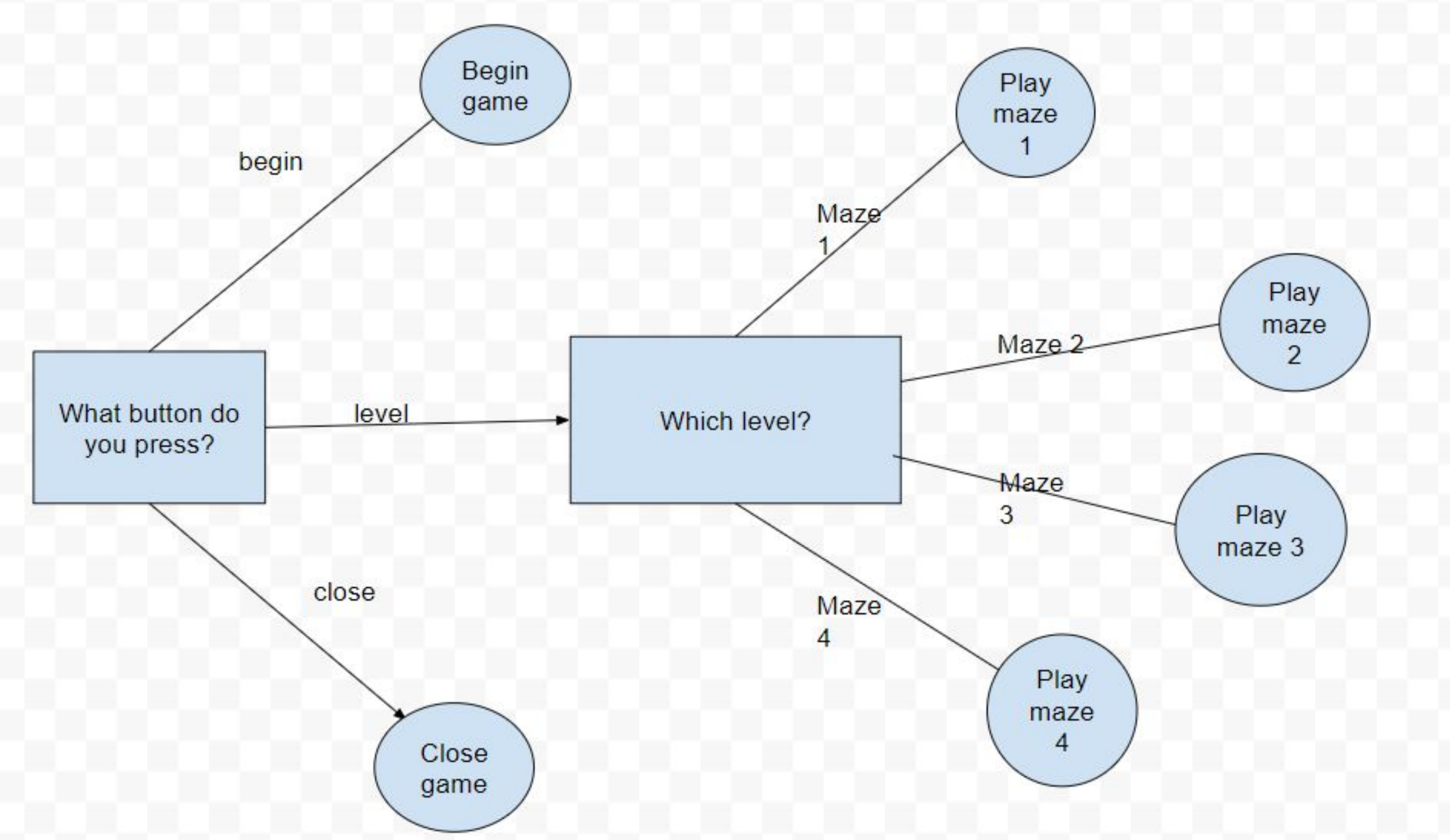


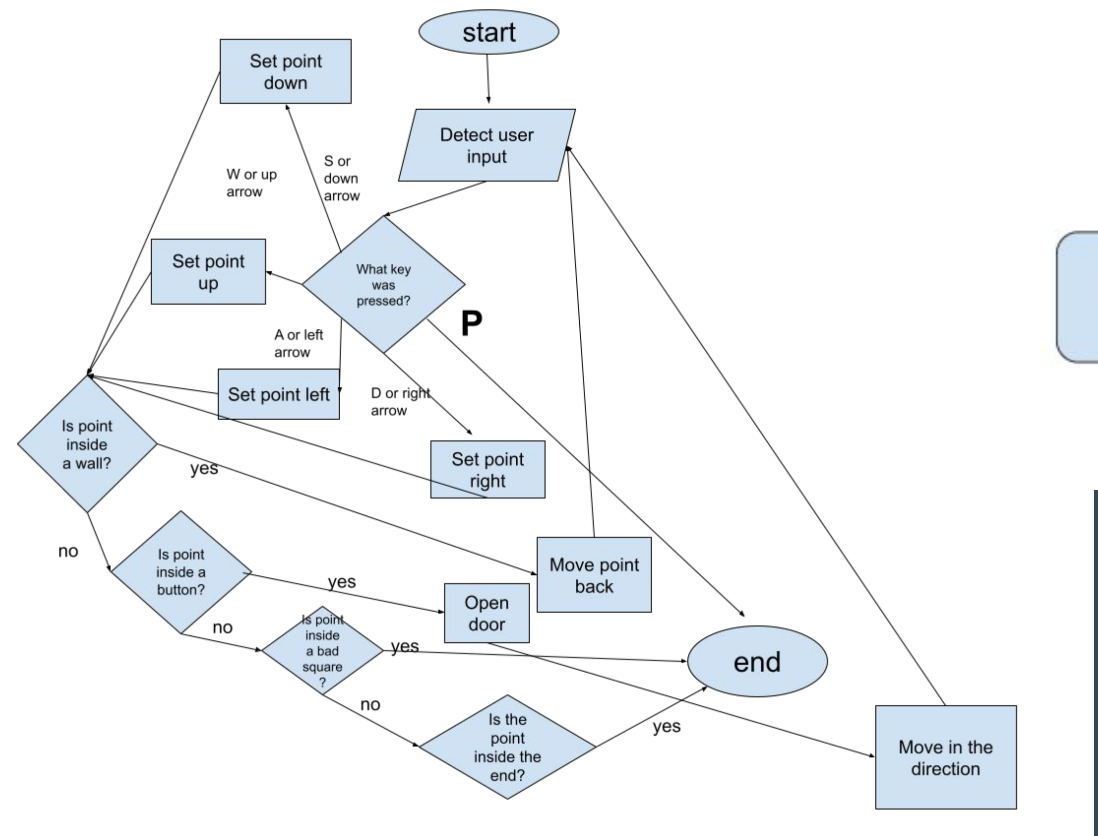
IPO diagrams (2 separate functions) – 1-2 pages

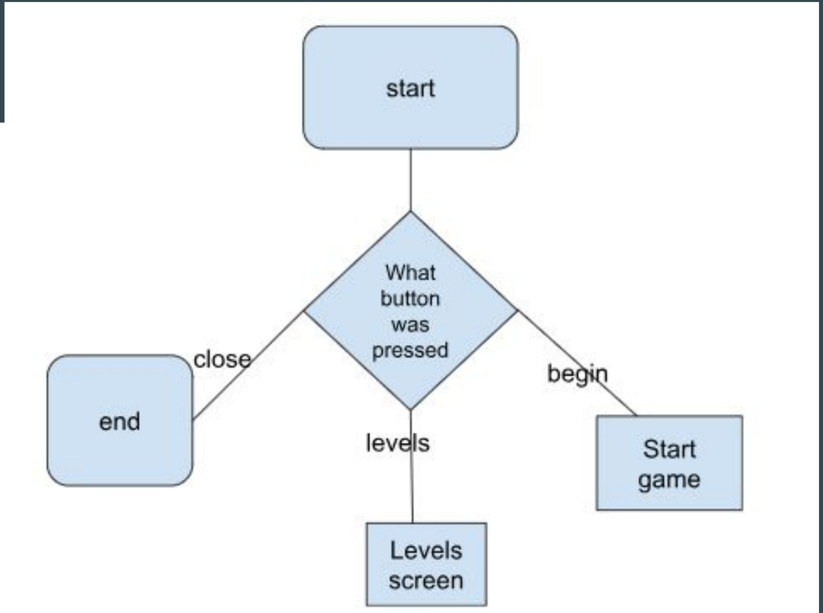
input	processing	output
Keyboad input = w	playerpoint(y) = playerpoint(y) - 10 If playerpoint is in a wall return True Else return False	return
Keyboard input = d	playerpoint(x) = playerpont(x) + 10 If playerpoint is in a wall return True Else return False	return

Decision tree diagram



Flowchart diagram





Sample code (1)

You put a list with the coords

The coords of the player

```
def ifin(endspace,x,y): #the function that checks if the player is inside a box
    if x >= endspace[0] and x <= endspace[2] and y >= endspace[1] and y <= endspace[3]:
        return True #returns True if the player is inside
    else:
        return False#returns False if the player is not
```

Checks if the coords are inside the box using > and <

Example:

```
end_space = [450,0,500,50]
playerpoint = [35,475]
if ifin(end_space,playerpoint[0],playerpoint[1]) == True:
...
```

Sample code (2)

```
def blkrect(x1,y1,x2,y2,win):#creates a black rectangle using the points given

    rect = Rectangle(Point(x1,y1), Point(x2,y2))#takes the points given and uses them to make a
#rectangle

    rect.setFill('black')#makes the fill colour black

    rect.draw(win)#draws into the window given (sadly it doesn't work without giving the window
#name inside the function)

#this function should only be used for rectangles that don’t change states because it redefines the
#same variable every time the function is used. This makes it so you can't change the colour,
#position or undraw the rectangle.
```

The inclusion of literacy and numeracy

Literacy:

We included literacy by having screens between mazes that describe what happens inside the maze. In these screens, we intentionally include spelling mistakes, which add on to the small story where the man was unconscious and woke up inside the lab (we haven’t added all the lore yet)

Numeracy:

We used numeracy inside the code. We used > and < to find if a point was inside a box.