IIT MAZE GAME

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START SCREEN

- Two players must be connected to the same network.
- One player must host the game first, by pressing H key.
- The other player can join the game by pressing J key.
- The game begins after J key is pressed.

GAME BEGINS

- Points: (Top left corner) Each player gets 5 points when a task is completed. A player wins when he reaches to 30 points

- Coins: (Top)Each player earns certain number of coins during tasks which he can spend on riding yulus.

- Tasks: (Bottom right corner) Complete these in order to win.

- Opponent score: (Bottom left) So you get the idea of how close the opponent is to winning.

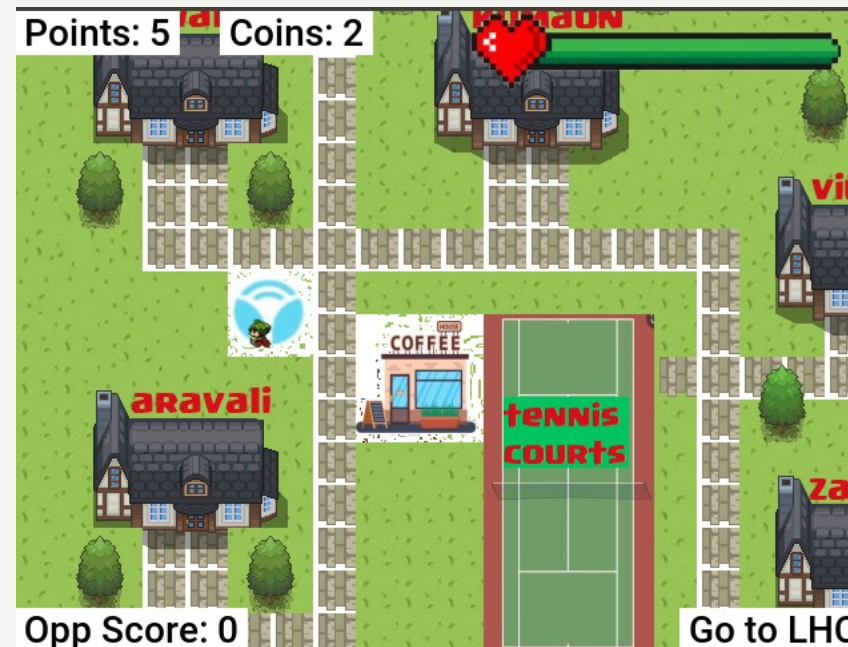- Health Bar: (Top right) shows health status. This is constantly decreasing with time
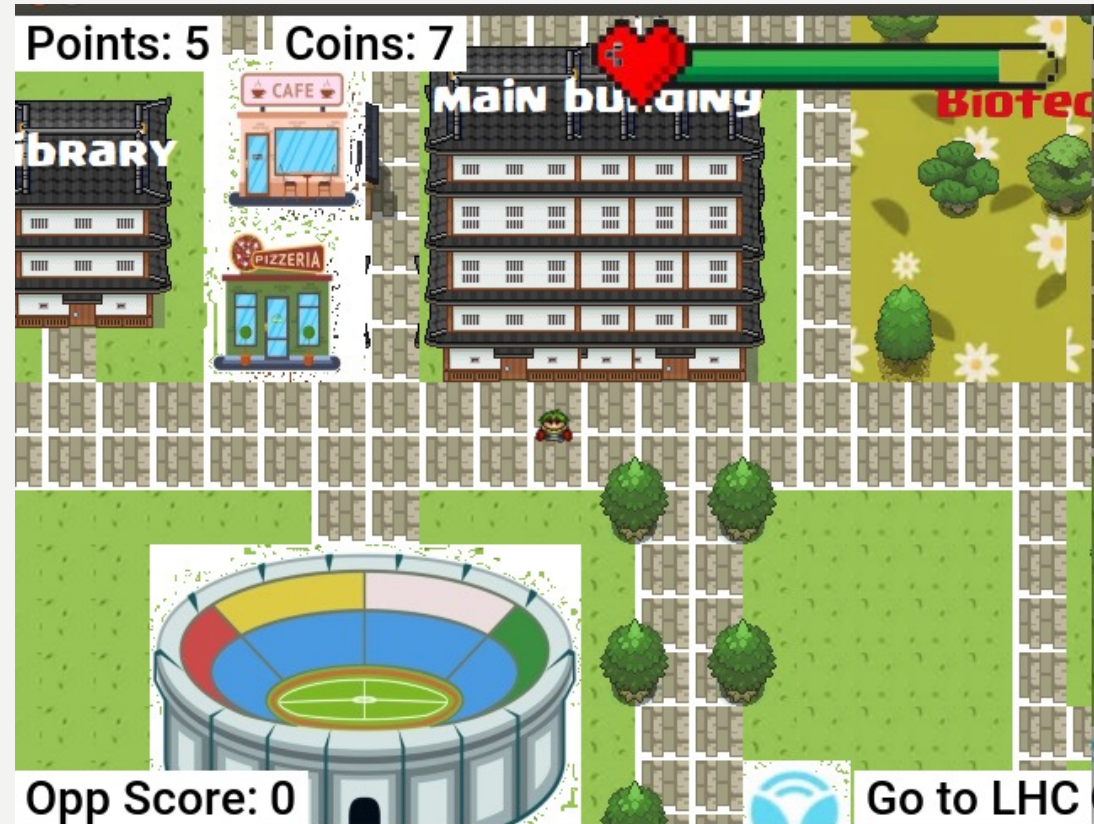
HEALTH DEPLETED

- You are sent to the hospital when your health depletes completely.

- A 20 second penalty is given. You can move after this time only
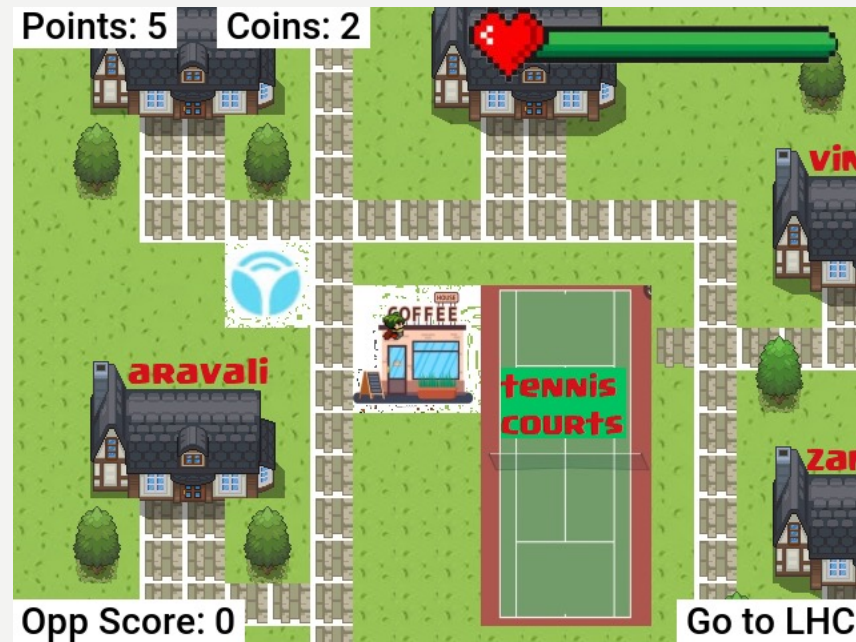
- You are respawned at the hospital

YULU

- Go on a yulu zone to triple your speed for certain amount of time.
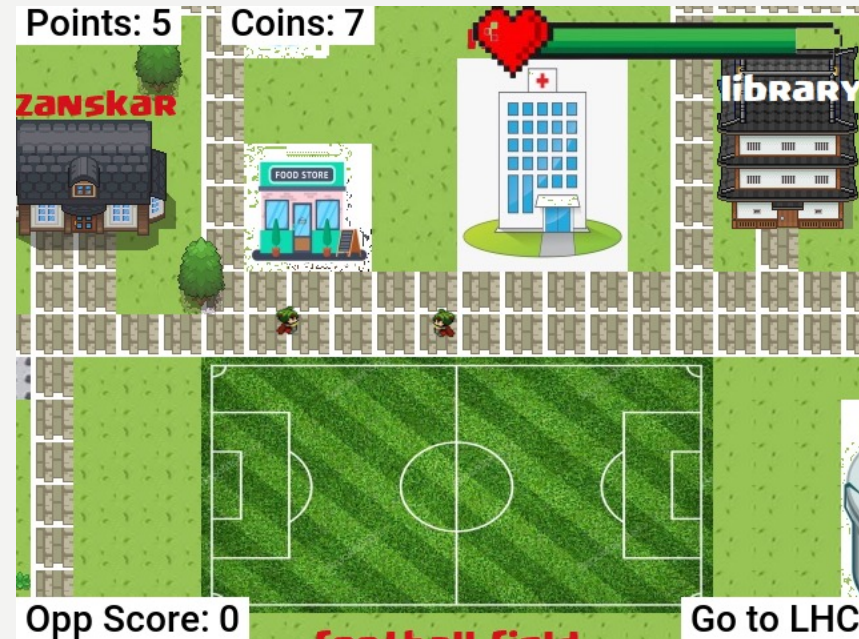- Riding a yulu costs 5 coins

EATERIES

- There are numerous eateries present across campus
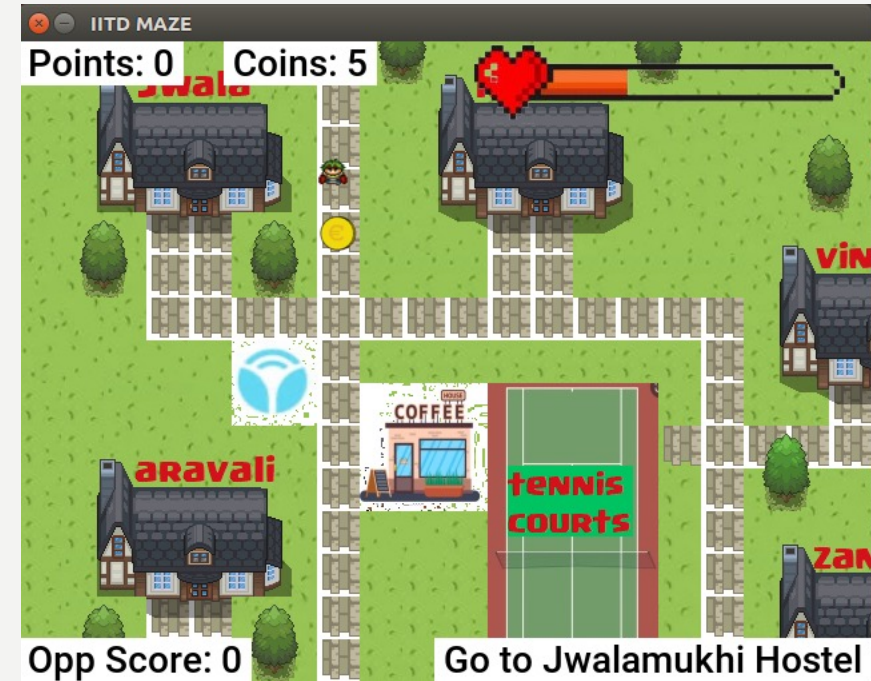- Go to an eatery to replenish your health.

TWO PLAYER FUNCTIONALITY

- Both players can see each others sprite in their map.

- Opponent score is also visible so that one gets an idea of how close the opponent is to victory.
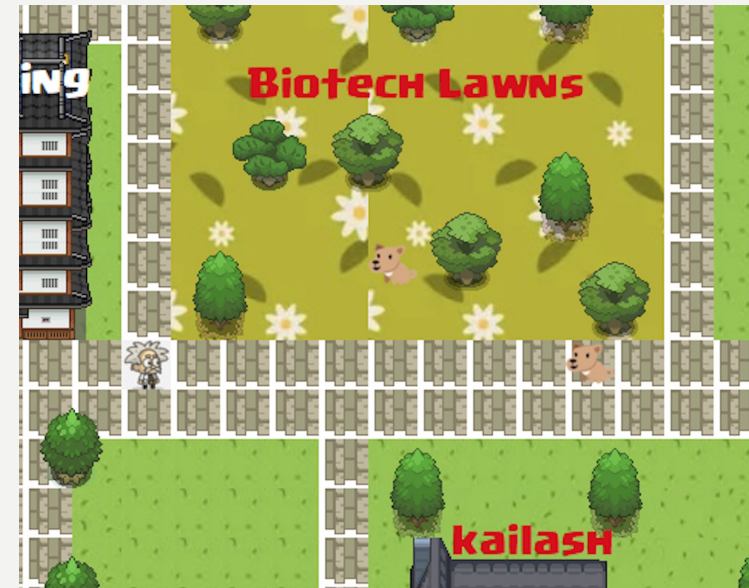
SCATTERED COINS

- Coins are scattered across the map
- Collect them to increase your coins

ANGRY PROFS AND STRAY DOGS

- Your health will rapidly decrease when you come in contact with them.

END SCREENS

- The above screens are displayed when you win or opponent wins, respectively.
- This happens when you reach a score of 30. (10 for the demo)