Wandering In the Woods User Document

When you launch the game you will be presented with a menu to select your grade level:

* K-2: A simple random-walk simulation with a fixed 5x5 grid
* **3-5**: Customizable grid size and character placement.
* **6-8**: Additional experimental settings, including different wandering protocols.

Depending on the grade level you may configure:

* Grid Size (3x3 to 12x12 for grades 3-8)
* Number of Characters (2 to 4)
* Starting Positions
* Wandering Protocol (For grades 6-8)

Upon starting the simulation:

* Character will move randomly or according to the selected protocol.
* The game will run until all characters have met.

Once all the characters have met, the results screen will display:

* Longest Run Without Meeting
* Shortest Run Before Meeting
* Average Moves Taken
* Total Moves Taken
* Best Grid Configuration for Shortest Run (6-8 only)
* Best Wandering Protocol (6-8 only)
* Text-to-Speech will read out the results automatically.

Grades 6-8 are encouraged to replay and experiment to get the shortest time and protocol.