Ball-in-a-Maze Game
USER MANUAL

1. INTRODUCTION

Purpose of the Manual

This manual provides detailed instructions on the setup, and operation of the Ball-in-A-Maze game. It is designed to help users get the most out of the product and ensure its proper use.

Intended Audience

This manual is intended for the players of the Ball-in-a-Maze Game.

2. GETTING STARTED

2.1 User Requirements

Use of a Modern Web Browser

- *Google Chrome*
- *Mozilla Firefox*
- *Microsoft Edge*
- *Safari*

Browsers should be updated to the latest version for optimal performance and security.

Operating System: Windows, macOS, Linux, or any operating system that supports modern web browsers.
Hardware: A computer with a GPU that supports WebGL.
Memory: At least 4GB of RAM (8GB or more recommended for better performance).

Enabling WebGL

Users should verify that WebGL is enabled:
In Chrome: Navigate to chrome://settings, search for "hardware acceleration," and ensure it is enabled. In Firefox: Navigate to about:config, search for webgl.disabled, and ensure it is set to false.

Updated Graphics Drivers

Users should have the latest graphics drivers installed to ensure compatibility and performance.

PROJECT DESCRIPTION:

Ball-in-a-maze is a game with the objective of reaching a goal where the player must manipulate the maze in order to move the ball in the direction of a goal.

3. KEY FEATURES

1) 3D Models

- *Ball - spherical object inside the maze board.*
- *Maze - static object of a rectangular maze board. It has a transparent top.*

2) User Interaction

- *The user will primarily use the arrow keys to rotate the board to make the ball move accordingly. Alternatively, on-screen buttons to rotate the board in a specific direction.*

3) Lighting

- *The lighting is a single spotlight from the top directed at the maze board, illuminating it while the surrounding blank area gradually fades into darkness.*

4) Texture

- *Texture mapping will be used to apply the wood texture to the surfaces of the maze. The ball will have a texture and lighting.*

5) Animation

- *Animation is implemented with the maze itself when the user interacts with the arrow keys. The maze leans into the direction the arrow is pressed in.*

4. OPERATING INSTRUCTIONS

Basic Operation

1. Open the application with all the files on a web browser.
2. Use the arrow keys to move the ball across the maze.

5. DEVELOPERS

This game is developed by the following as a final requirement for CMSC 161 Second Semester A.Y. 2023-2024:

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6. APPENDICES

Images of the Game