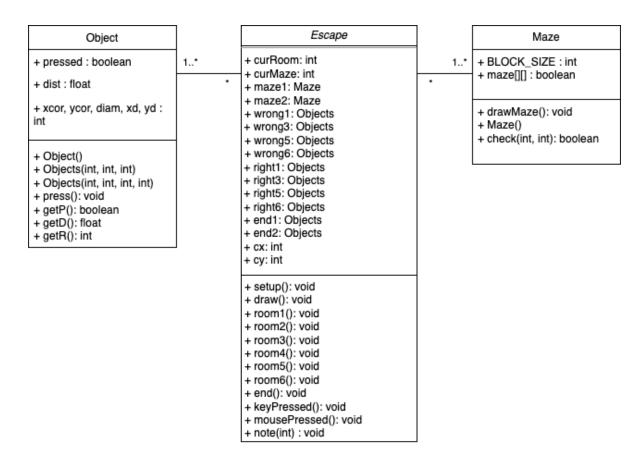
Period 3 Kanjuda Shaika Group Shaika Castle Escape

A game where you wake up and find yourself trapped in a large castle. You're given a clue and you must use it to find the right object which lets you leave the room and receive your next clue. Use the arrow keys to navigate through the hallways which are mazes. You will continue until you reach the end and escape the castle.

Functionalities:

- Clicking in certain places: If you click on the note box, you are able to see the
 current hint which is necessary if you received a try again message but forgot the
 current hint. Clicking the right object takes you to the next room while clicking
 anywhere else gives you a try again message.
- Navigating through maze: Players are able to use the arrow keys which move the player character through the maze. You cannot go on or through a wall of the maze. You cannot use the arrow keys unless you are in a maze level. Clicking on the maze doesn't do anything.



How does it work?

The objective of this game is to solve the puzzle in each level/room which may be to guess an object based on a tricky clue or to solve a maze. To guess an object, you can use the mouse to click it and see whether you are right or not. You have unlimited attempts of guessing where to click to progress to the next level. If the next level is a maze of hallways, use the arrow keys to move the character (the colored circle) through the maze. The gray represents the walkable halls and the black represents the walls. You may not go through the walls.