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**Project 3 Light Maze Modified**

**Main Menu**

* Start
  + Go to level selection screen
* Help
  + Display controls for game
* Builder
  + Go to level designer

**Level Selection**

* Levels are loaded in via text document
  + Text document consists of numbers, each number corresponds to the type of space to read in
* If a level does not exist in the levels folder, ignore it, deactivate its spot in level select screen so game doesn’t crash if user selects it
* If the player clicks custom levels it will change the index to levels 26-50 and say EX.# which stands for extra levels
  + It will once again only read in levels that exist in the folder
* Click a level to begin the game
* Click back to return to menu

**Help Screen**

* Describes what kind of platforms are in the game
* Tells what controls to use
  + You can use WASD or Arrow keys
* Click back to return to menu

**Builder Screen**

* 10x10 Grid layout for custom level
* Click a square to change its type of space
* You need AT LEAST a player to save the level
* Once you are done, choose which level to save to using combo box and click save
  + Not satisfied? Come back, select the level from the combo box and click load then save again after editing it up!

**Main Game**

* The main goal of the game is to get to the exit
* If the exit is red it means it is not activated
  + If it is red the player must find a yellow key switch to unlock the exit
* If the exit is green it means it is activated
* If the square is black it means one of three things
  + 1) It is a pit space, the user will die if he falls into it
  + 2) It is a deactivated bridge space
    - If this is the case find a purple switch to activate the bridge to turn it into a path
  + 3) It is out of the player’s view distance and will come into distance as he walks towards it
* There is a game over screen
  + For if the player dies
  + For if the timer runs out
* There is a game win screen
  + ONLY IF PLAYER REACHES EXIT

**Summary**

Light Maze is a fast paced energetic, fully customizable environment. The game’s main mechanics revolve around two key aspects, the player is timed and the player can only see so far in front of him. With these two aspects combined memory or pure reflexes will be required to get the player through these challenging levels. The point of the game is to challenge the player, but also be an engaging experience that will bring players back for more. The main game consists of 25 different levels to test the player with and 25 extra blank levels the player can customize to their heart’s content with the built in level editor. So here is the question, do you think you have what it takes to survive this hellish darkness maze?

**Versions**

Project 2 enveloped most of versions 1.0-1.3, during the early parts of development many issues would arise such as having the player move properly amongst many of the concerns. The other issues that emerged involved the complications of properly emitting the light surrounding the player in the 3x3 square. Most of the early stages of level development were just making sure the text documents were being read in properly to form the levels, once that was complete I began creating all the other levels, although it was quite tedious trying to remember which space corresponded to which platform. This was the early stages of development leading up to the newest versions in project 3. Version 1.4 was all about fixing up all the bugs that were previously encountered in the game such as the player being repeatedly spawned in the game and not disappearing when restarting a level, as well as some spaces not disappearing when the player walked away. After v1.4 i.e. the bug patch was completed I began v1.5 which involved building the level editor from scratch. Once I realized it was not maximized in capability I fixed up the editor for v1.6, as for v1.7 the level editor got an overhaul for saving, loading and making sure only one of each object could be placed so there weren’t 5 different players on the screen at once. Next up was v1.8 which involved implementing the timers into the game to add the final piece of challenge to the game to make it actually somewhat entertaining to play, this includes the features such as the player dying after the timer ran out etc. In v1.9 I decided to fiddle around with the music player to add some amount of flair to the game that was well needed. Finally v2.0, v2.1 and v2.2 which fixed most if not all bugs contained in the previous versions, I also added an icon to the game as well as made the game’s user interface much more user friendly especially in game.