

User Manual

Upon running the program, as described in the programmers guide under installation instructions, the following menu will be displayed:

- 1. Start
- 2. Option
- 3. Credit
- 4. Simulation
- 1. For Start Page:
 - -This is a controllable game mode
 - -User can go back to menu by press 'esc' key
 - -User can select given map sizes or create their own
 - -Users then can choose between two, three, and four players
 - -Once game is over, results will be sent to the results folder

The character controls are below:

- -Patrick (user 1): is able to press keyboard "w", "s", "a", "d" to move up, down, left, right
- -SpongeBob (user 2): is able to press keyboard up, down, left, right to move up, down, left, right
- -Sandy (user 3): is able to press keyboard "1", "2", "3", "4" to move up, down, left, right
- -Squid (user 4): is able to press keyboard "6", "7", "8", "9" to move up, down, left, right
- 2. For Option Page:
 - -User can go back to menu by pressing "esc" key
 - -User can change the volume setting mode by clicking appropriate buttons
- 3. For Credit Page:
 - -User can go back to menu by pressing 'esc' key
 - -User can view the credit of this program
- 4. Simulation:
 - -User can go back to menu by pressing 'esc' key
 - -User can select given map sizes or create their own
 - -Users then can choose between two, three, and four players
 - -Once number of players is choses, the simulation will run
 - -Once simulation is over, results will be sent to the random.txt file