# ****User Manual: Maze Jumper****

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### ****1. Introduction****

Welcome to **Maze Jumper**, a puzzle-platformer game featuring a quirky yellow alien named Geeb. Your goal is to navigate Geeb through a series of complex levels filled with moving hazards, dangerous traps, and hidden collectibles. Collect coins and extra lives while avoiding hazards to unlock the spaceship’s missing fuel canisters and complete Geeb's journey.

### ****2. System Requirements****

* **Browser**: Chrome, Firefox, or Edge (latest versions recommended)
* **Display**: Minimum 1024x768 resolution
* **JavaScript**: Enabled in your browser
* **Internet Connection**: Required for game updates and online leaderboards (optional)

### ****3. Installation****

1. **Download the Game**:

Download the game folder from the official website or GitHub repository.

1. **Open the Game**:

Navigate to the folder and double-click on the index.html file to launch the game in your default browser.

1. **Start Playing**:

Once the game loads, you will see the Main Menu screen with options to start the game or view the controls.

### ****4. Game Controls****

* **Move Left**: A key
* **Move Right**: D key
* **Jump**: Spacebar
* **Select Level**: Use 1, 2, or 3 to start the corresponding level
* **Pause**: No current pause functionality
* **Restart Level**: Refresh the browser tab

**Tip**: Use precise movements to navigate the platforms and avoid hazards.

### ****5. Gameplay Overview****

Geeb must traverse maze-like levels by jumping and dodging hazards, collecting coins, and finding extra lives to complete each level. Each level has checkpoints that save Geeb’s progress, and fuel canisters at the end of each level that unlock the next one. Avoid hazards, complete levels quickly, and collect all hidden items to maximize your score.

### ****6. Main Menu Options****

1. **Start Game**: Begin playing from the first level or from your latest checkpoint.
2. **Select Level**: Choose any unlocked level to start from.
3. **View Controls**: Displays the keyboard controls for the game.
4. **Quit Game**: Exit to the Main Menu.

### ****7. Game Rules and Objectives****

**Objective**: Navigate Geeb through each maze and collect the hidden fuel canisters to progress to the next level.

**Rules**:

* 1. Avoid hazards—contact will reduce your lives.
  2. Collect Extra Lives when available to restore or gain additional lives.
  3. Collect coins to unlock skins and achievements.
  4. Use checkpoints to save progress within each level.

**Victory Condition**: Complete all levels and collect all fuel canisters to refuel Geeb’s spaceship.

### ****8. Scoring and Lives****

**Coins Collected**: Increases the player’s score.

**Extra Lives**: Picking up Extra Lives will restore one life, up to a maximum of 3.

**Remaining Lives**: Indicated at the top-right corner of the screen. Geeb starts each game with 3 lives.

**Game Over**: If Geeb loses all lives, the game will reset from the first level.

### ****9. Levels Overview****

**Level 1**: Simple introductory level with basic hazards.

**Level 2**: Features complex maze structures and more frequent hazards.

**Level 3**: The most challenging level with hidden paths and hard-to-reach areas.

Each level has different collectibles and hazards, and players are encouraged to master them for the best score and achievements.

### ****10. Troubleshooting****

**Game Not Loading**: Ensure JavaScript is enabled in your browser.

**Game Freezes or Crashes**: Refresh the page or try a different browser.

**Controls Not Responding**: Verify the keyboard input or restart the game.