

Mazr

User documentation

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Introduction

This document contains all the information required to play Mazr – a puzzle game that requires the solving of mazes randomly generated by a computer.

System Requirements

Although the game may run on hardware or software that is not mentioned in this section, it may not directly supported, and so the game may behave unpredictably. This is not recommended.

Software requirements

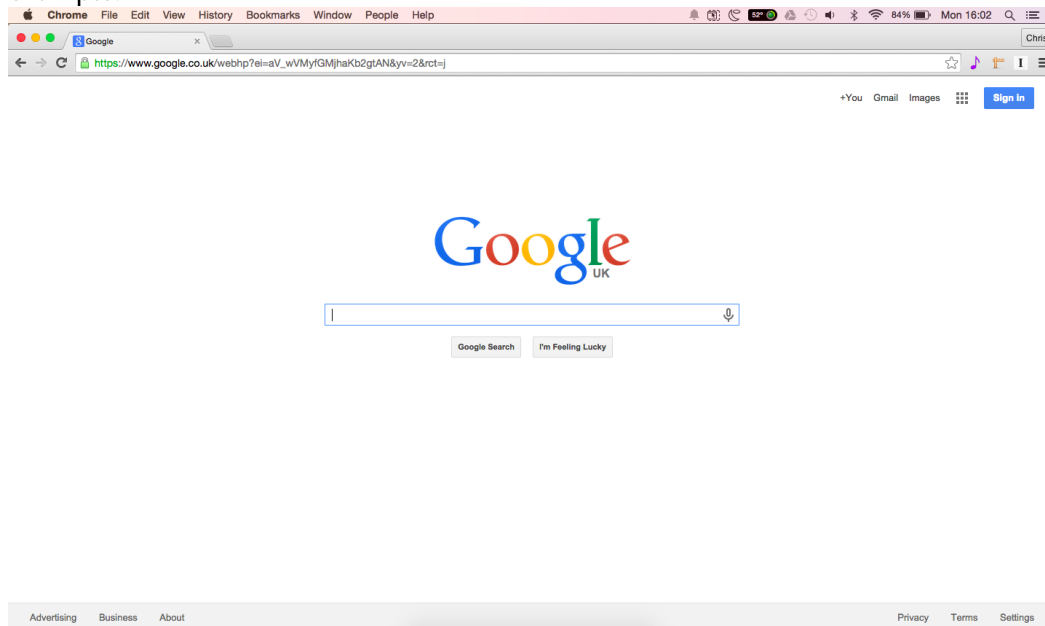
- One of the following operating systems must be installed and operational on your computer
 - Windows 7 or later
 - Mac OS X Lion or later
- One of the following web browsers to access the game:
 - *Google Chrome versions 27 and later*
 - *Internet Explorer versions 9 and later*
 - *Mozilla Firefox versions 30 and later*
 - *Safari versions 5.1 and late*
- JavaScript must be enabled in web browser.

Hardware Requirements

- Internet connection.
- 5MB of storage space on computer.
- Keyboard connected to computer.
- A mouse / touchpad connected to computer.
- A monitor with a minimum resolution of 1024x768 or equivalent connected to computer.
- Must have 512MB of RAM
- Must have 1GHz or faster CPU with 32 bit or 64 bit architecture.

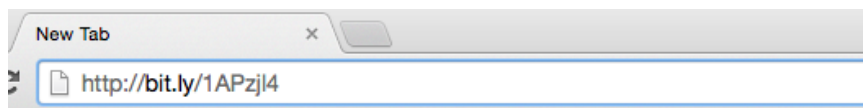
Accessing the game

1. Open the web browser you're using to access the game. This must be one listed in the software requirements above. In the image below Google Chrome is being used as an example.

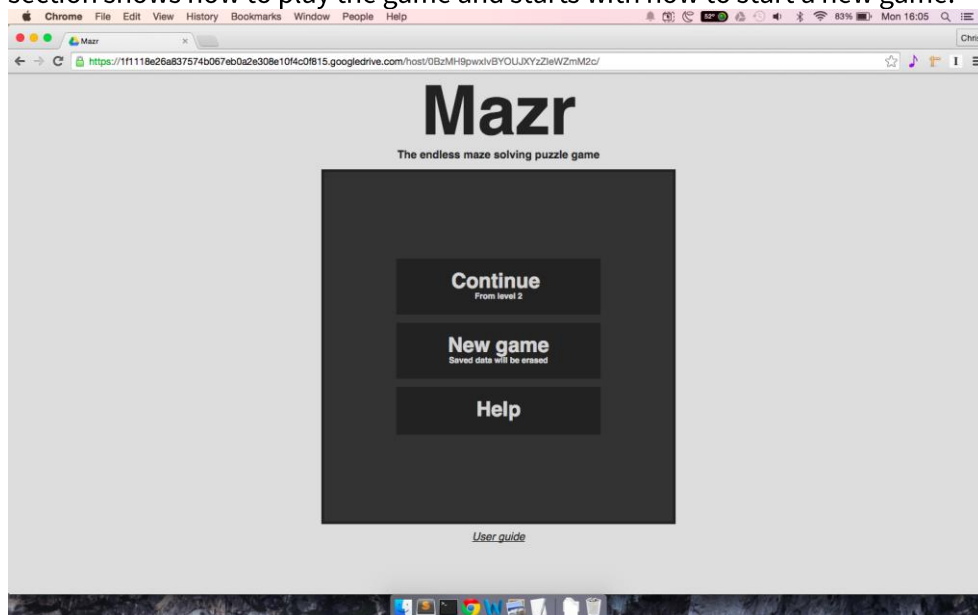


2. Enter the following web address into the URL bar of the web browser, as shown in the image below:

<http://bit.ly/1APzjl4>



3. The web browser will redirect to the webpage on which the game is hosted. The next section shows how to play the game and starts with how to start a new game.

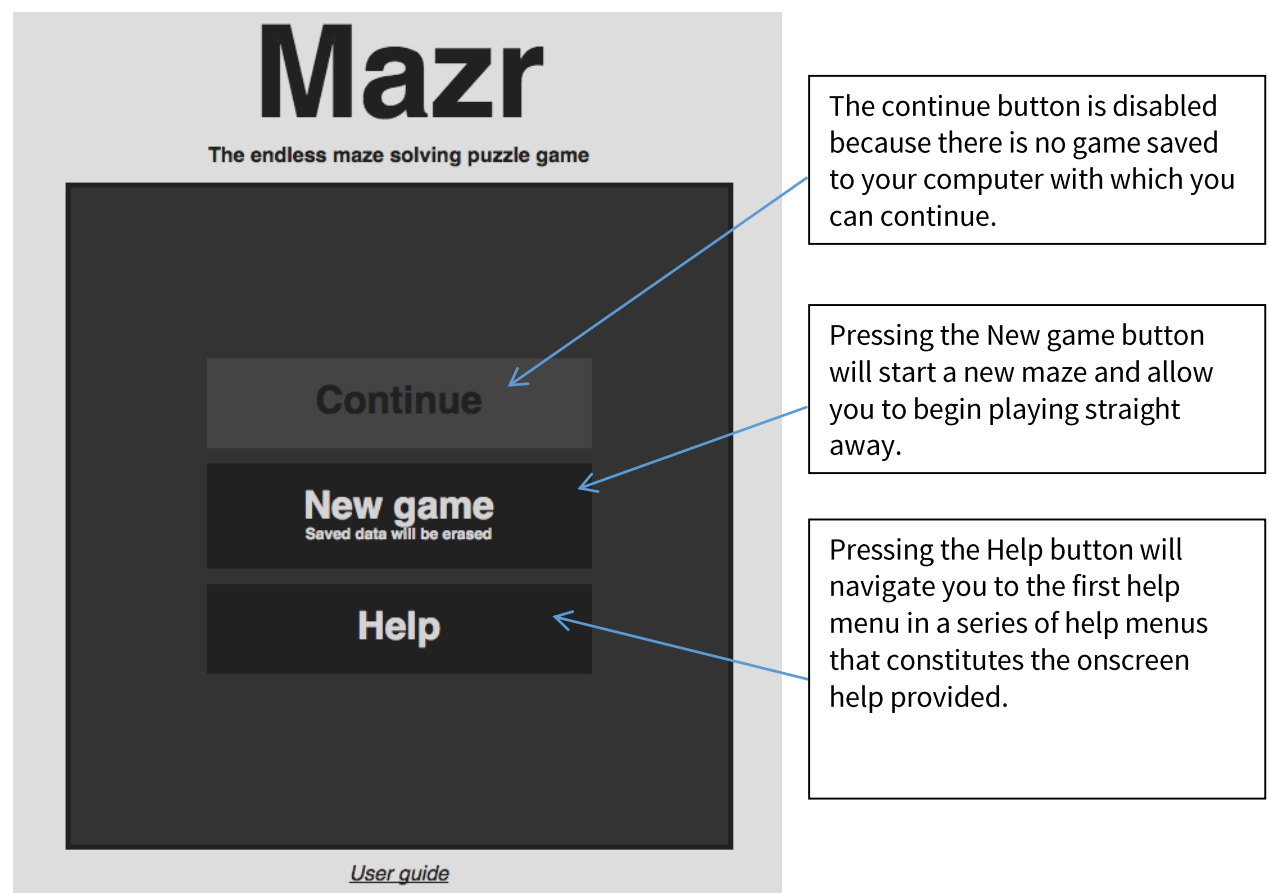


Instructions on how to play Mazr

Mazr is a game with simple controls and yet provides a challenge that will require problem-solving abilities.

Starting a new game

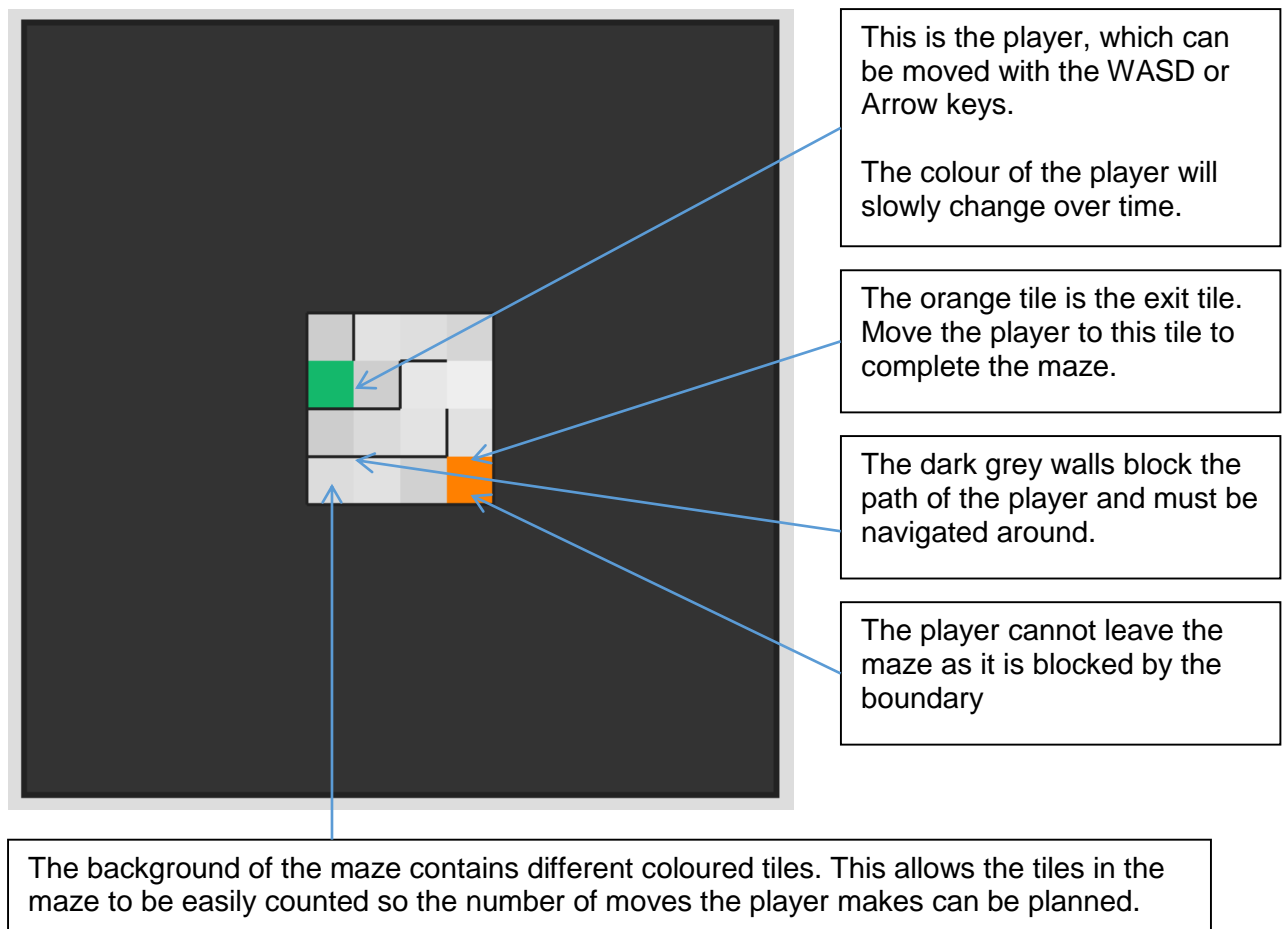
When you first visit the Mazr webpage, you'll see the main menu as shown in the image below.



By using the mouse / trackpad connected to your PC you can move the cursor over the buttons in the menu. Pressing the right button on the mouse / trackpad will press the button. The purpose of the three buttons is summarised below: Move your cursor over the New game button and press the right mouse / trackpad button. This will load a new 4 by 4 tile maze. The section that follows describes how to solve mazes.

Solving mazes

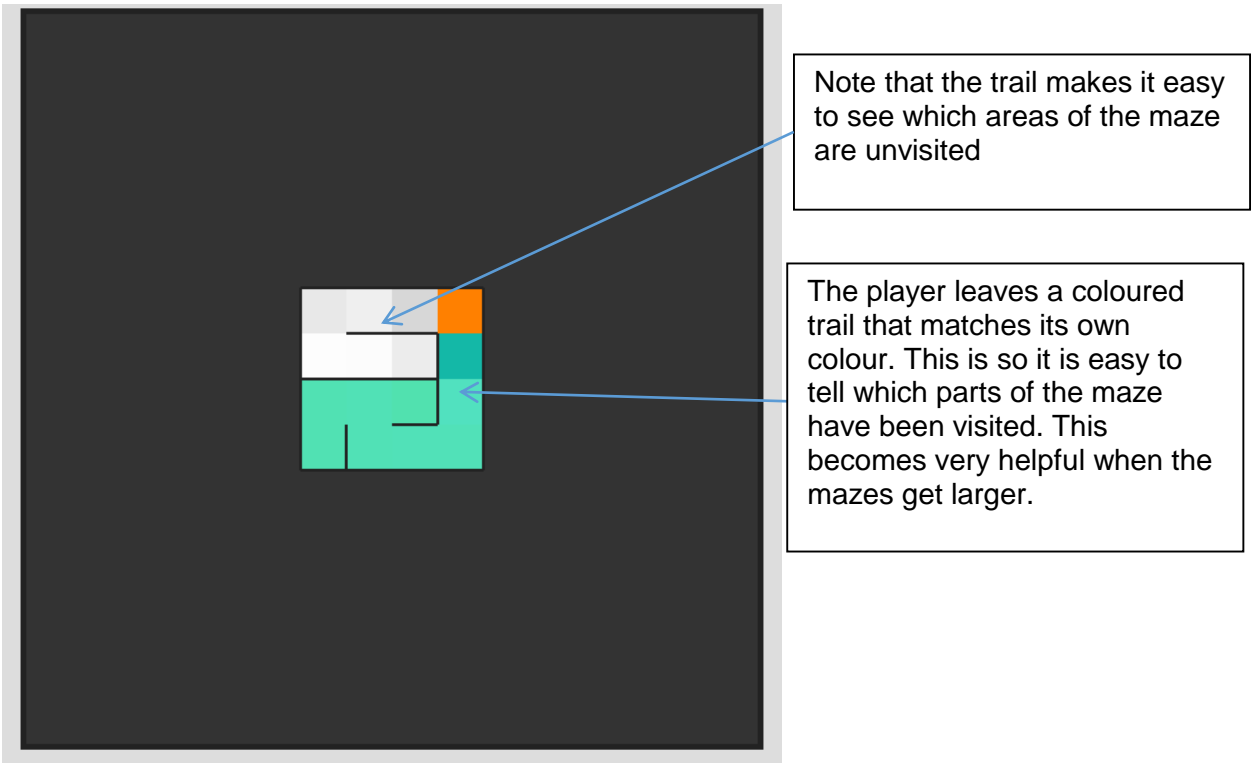
A typical first level maze, which is 4 by 4 tiles in size, is shown in the image below. All of the important game elements are labelled with descriptions.



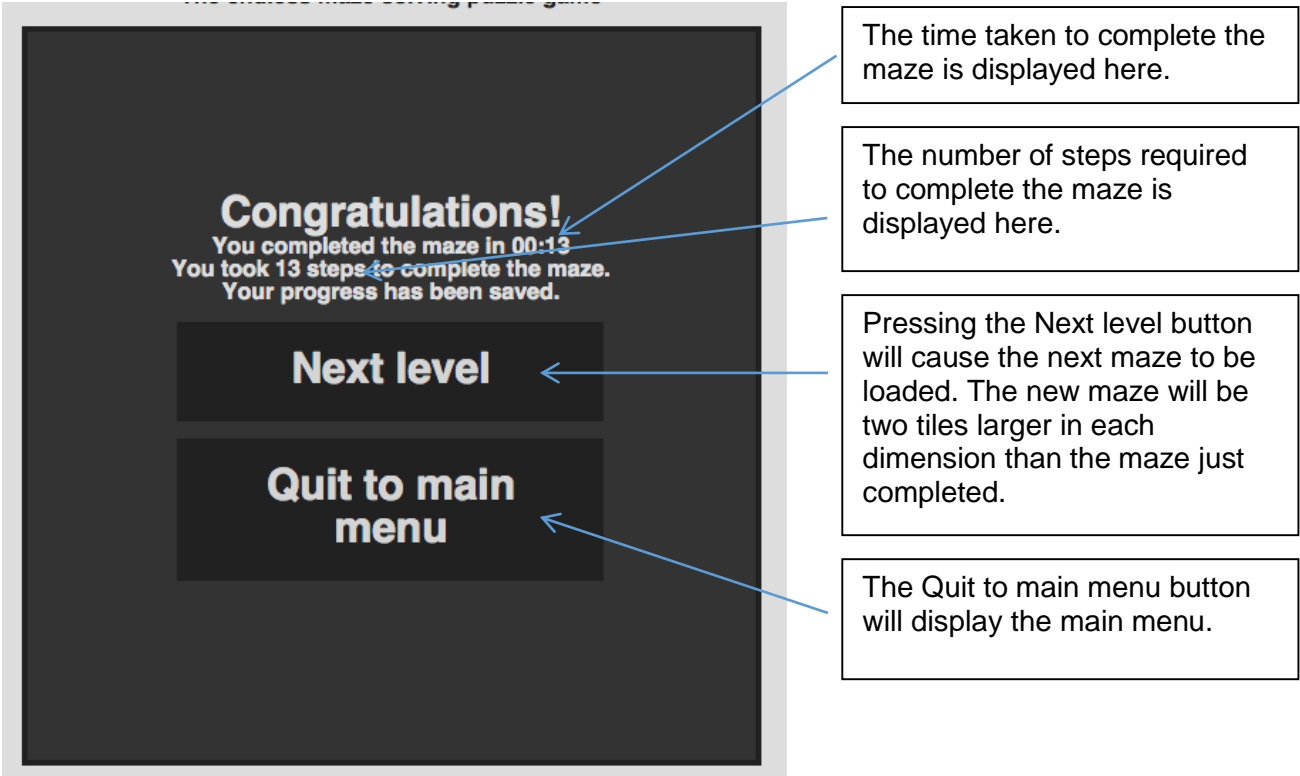
Below is a table that summarises the purpose of each of the keys that have a function when playing the game:

Key	Description
W key / Up arrow	Moves the player up one tile, if there isn't a wall above the player or the player isn't on the top edge of the maze.
A key / Left arrow	Moves the player left one tile, if there isn't a wall left of the player or the player isn't on the left edge of the maze.
S key / Down arrow	Moves the player down one tile, if there isn't a wall below the player or the player isn't on the bottom edge of the maze.
D key / Right arrow	Moves the player right one tile, if there isn't a wall right of the player or the player isn't on the right edge of the maze.
Escape key	Toggles the pause menu. When solving a maze and the escape key is pressed then pause menu is displayed and game is paused. When on the pause menu and the escape key is pressed then the maze is displayed and game is resumed.

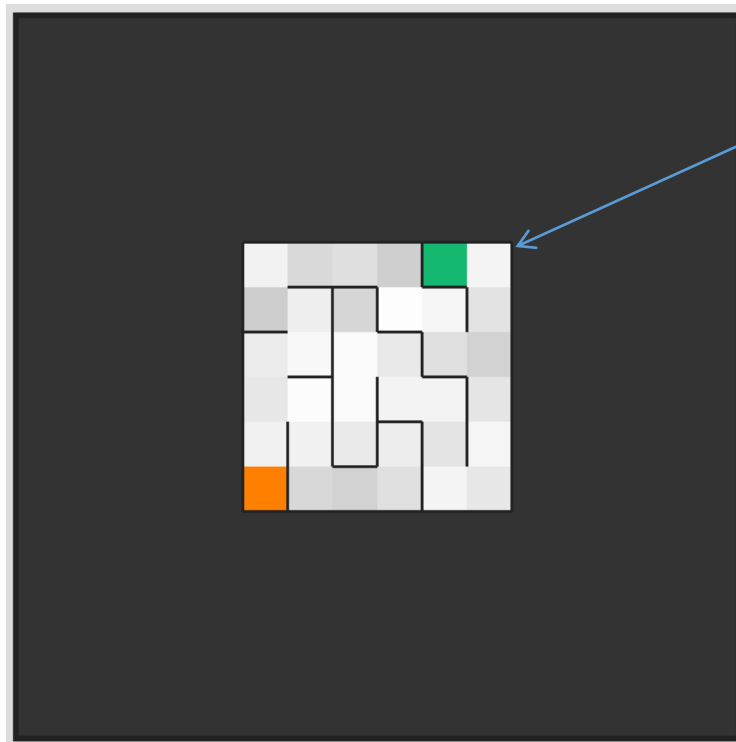
Below is an image that shows typical movement of the player along with the trail the player leaves.



Upon moving the player up by another tile, the maze is completed and the end of level maze is displayed. This is shown on the image in the next page.



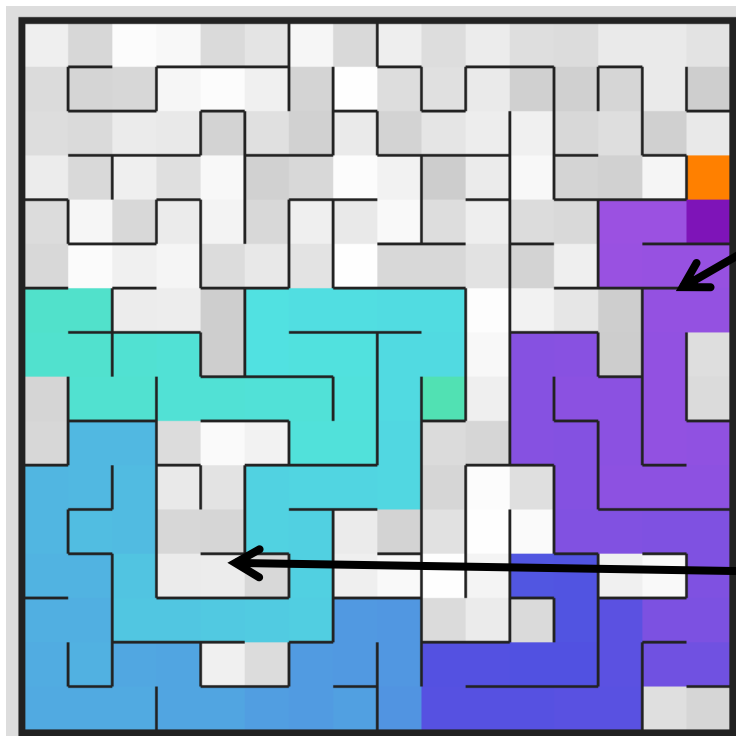
Another maze is displayed when the next level button is pressed. Mazes will get increasingly difficult as they get larger. Below is an image of a maze that was randomly generated for level 6. Note this is the largest maze that completely fits in the camera. Larger mazes are covered in the follow section.



Every time a maze is completed the next maze generated increases in size. The increase by size is two tiles in each dimension.

Solving larger mazes

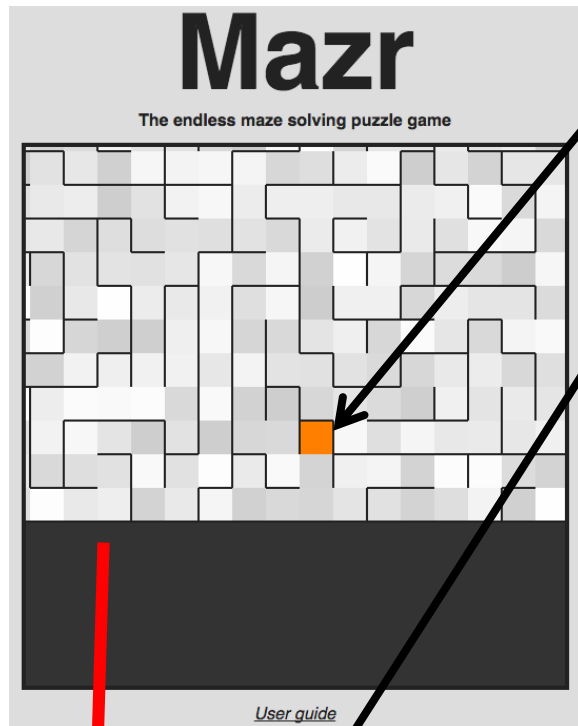
When the mazes become larger than the window then a camera will follow the player around. In order to make it easier to see where the exit is in a maze that does not fit in the window, the level loads with a view of the exit tile and pans over the player. This gives a general direction in which to head in order to locate the exit.



The changing colour of the player leaves a trail of different colours. This can be used to judge where has been visited in the maze.

Dead ends can quickly be identified if they are surrounded by a coloured trail.

1.

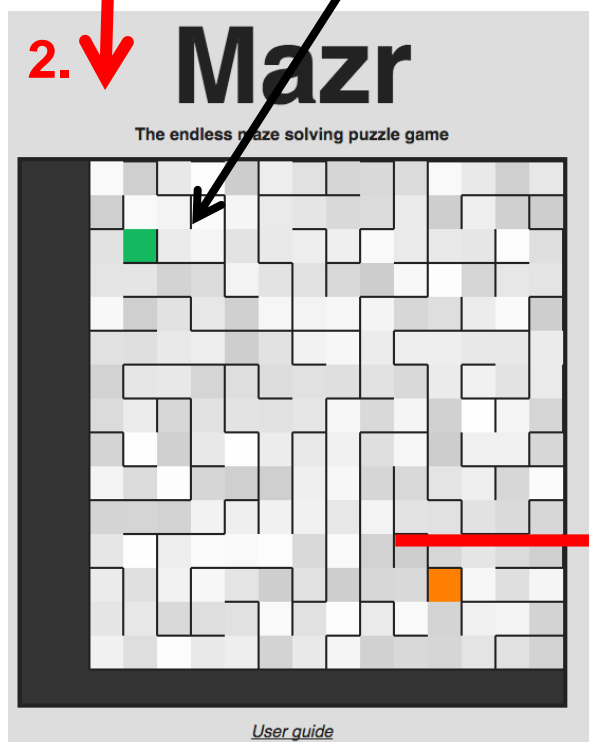


The game begins with the camera's view centred on the exit tile. Controls are disabled at this point so the player cannot be moved while it is not in view.

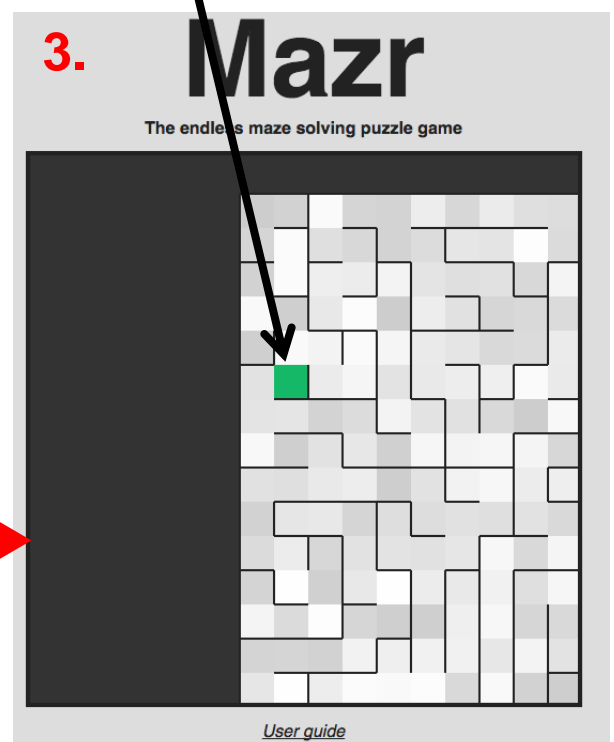
The camera then pans over to the player in order to give a general idea of which direction to head in order to find the exit tile.

Finally, the camera finishes centred on the player. Controls are then enabled so the maze can now be solved.

2. ↓



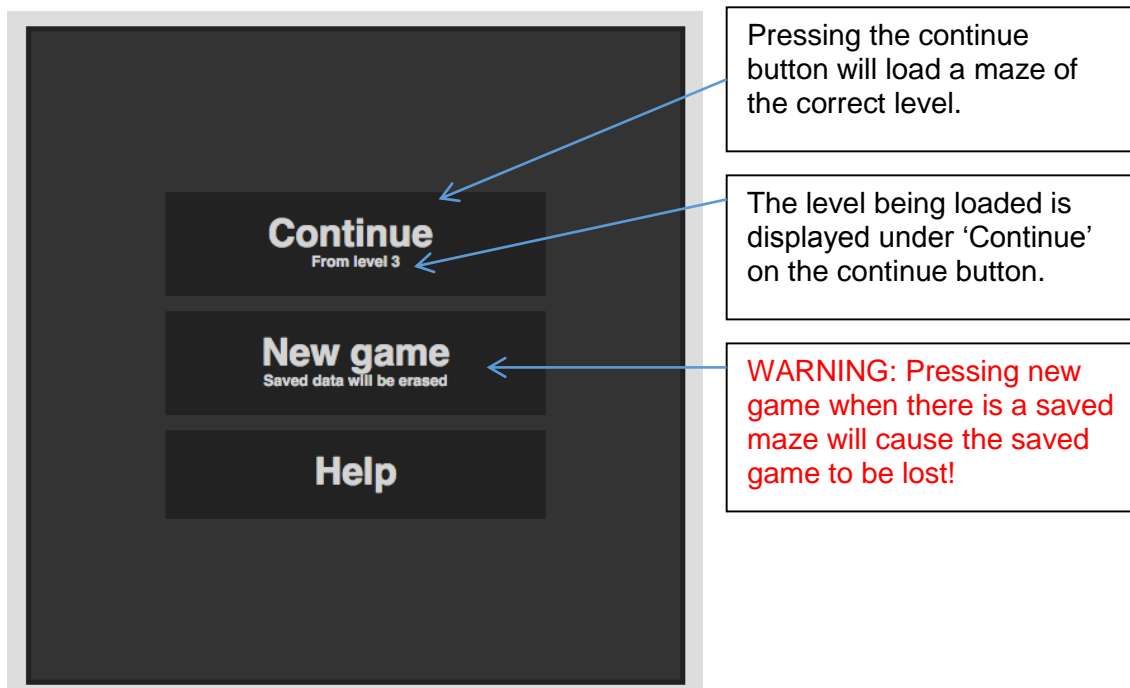
3.



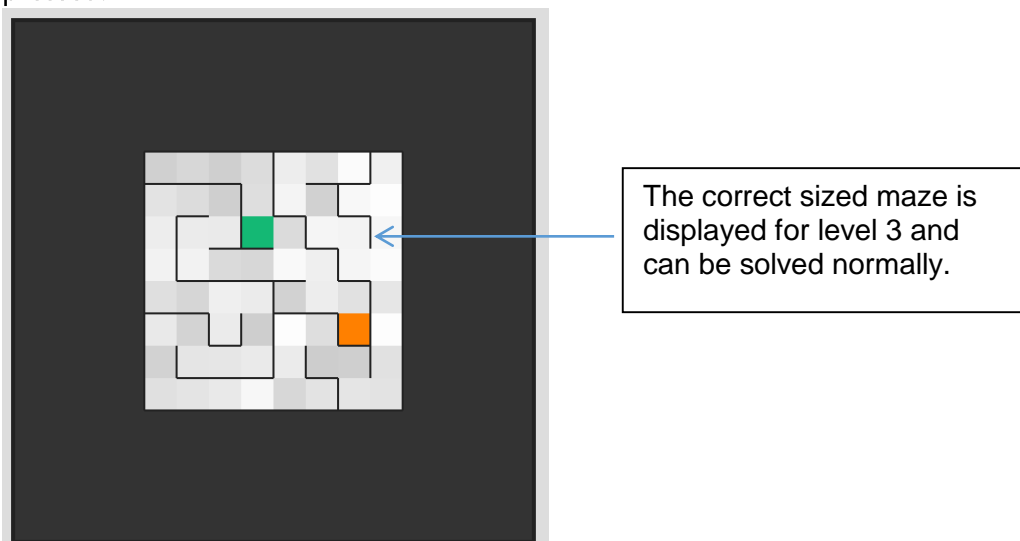
Loading a saved maze

The game is saved whenever a maze is completed. As such quitting to the main menu, refreshing the page or closing the browser completely will not affect the saved game information. The saving is done automatically when a maze is completed so there is no need to save manually.

Mazr uses the web browser's Local Storage to store progress. Note that this is local to a computer so progress is saved only to one specific computer. All windows and tabs will update the same data so progress will be lost in one window / tab if a new game is started in another window / tab. When there a level saved, the continue button is enabled and when pressed will load a maze of the correct level and size.

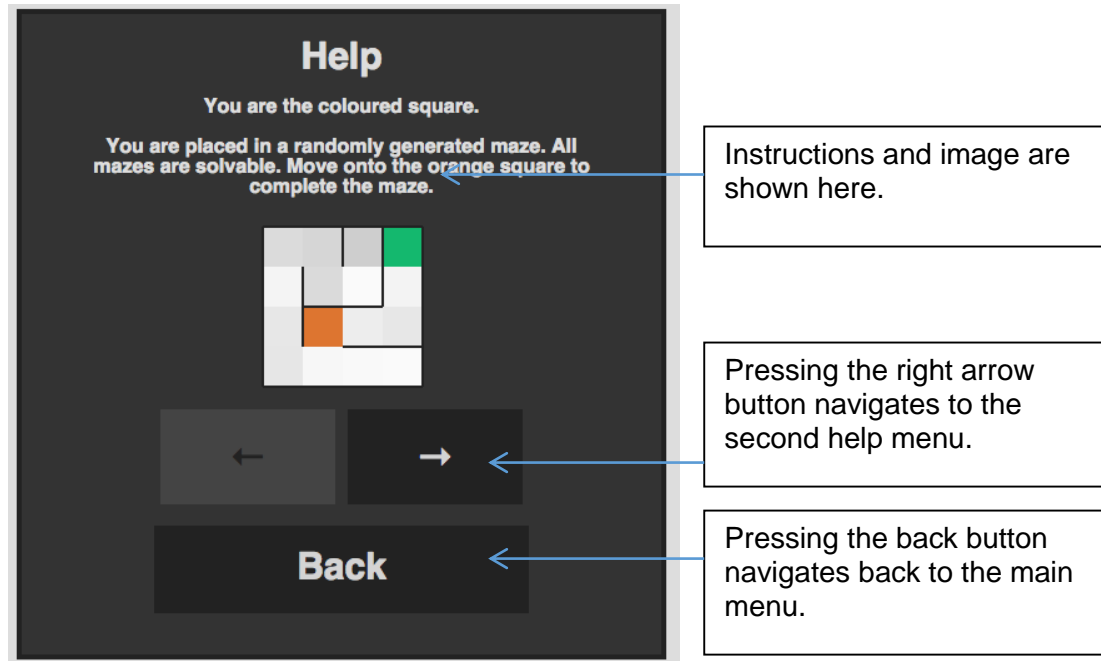


Below is an image of the maze generated and displayed when the continue button was pressed.

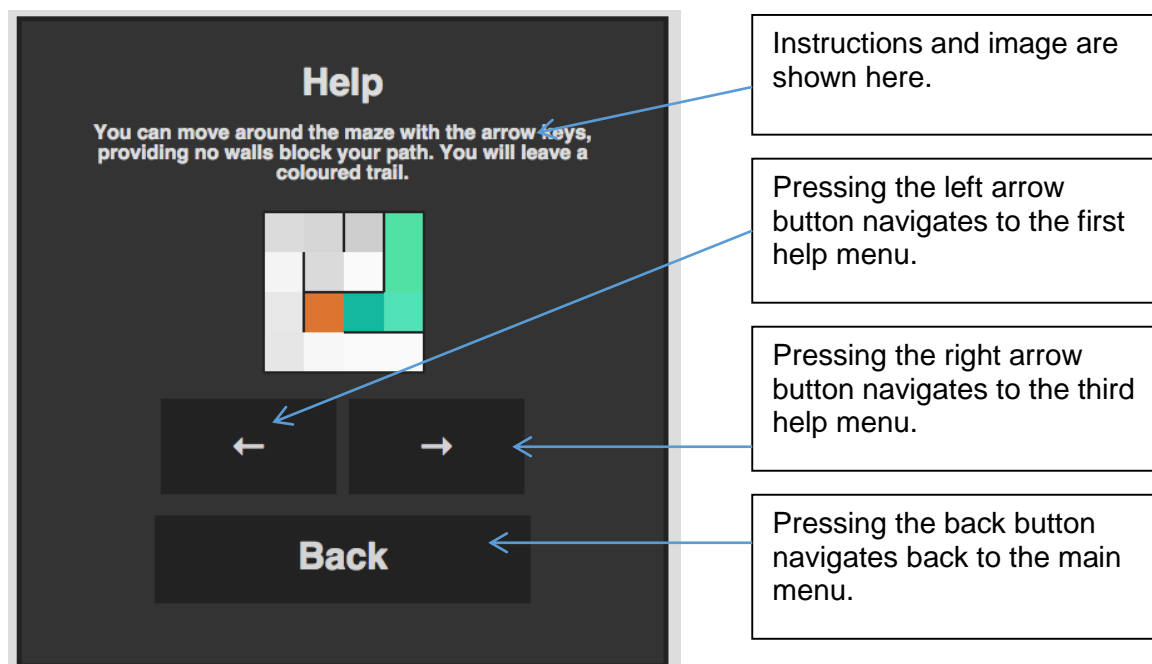


Viewing the help menus

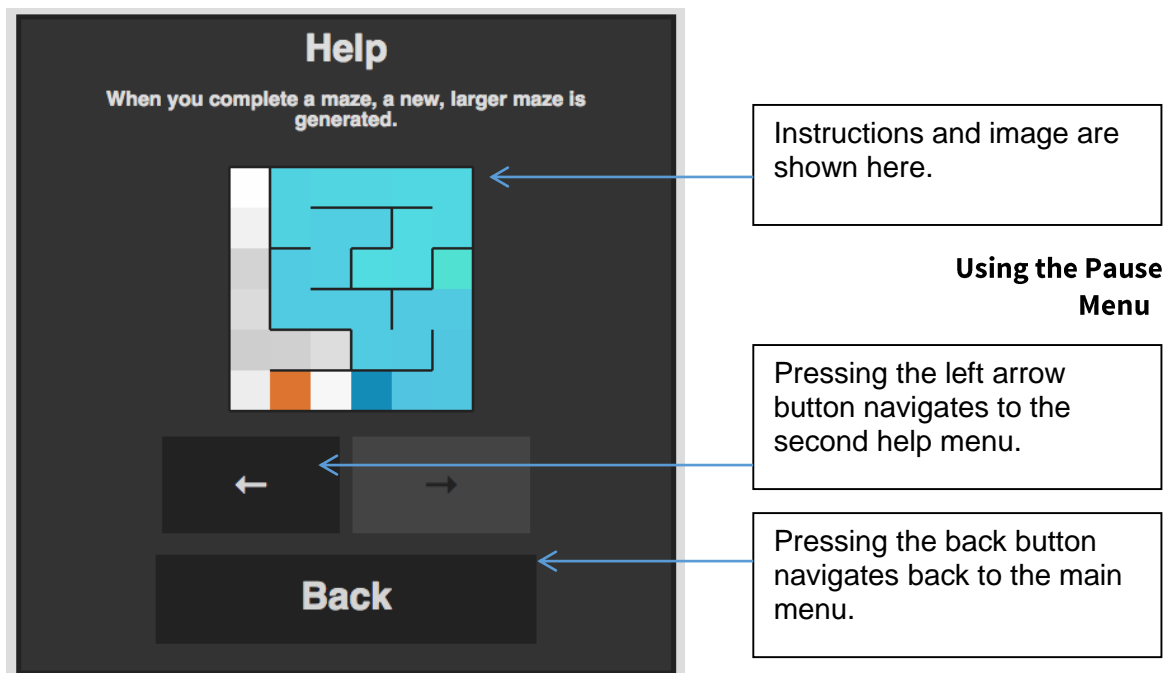
Mazr contains onscreen help that games simple instructions on how to play the game. These are included with this guide for completeness. The first image below is of the first help menu and is displayed when the Help button on the main menu is pressed (see the *starting a new maze* section for further information on the main menu).



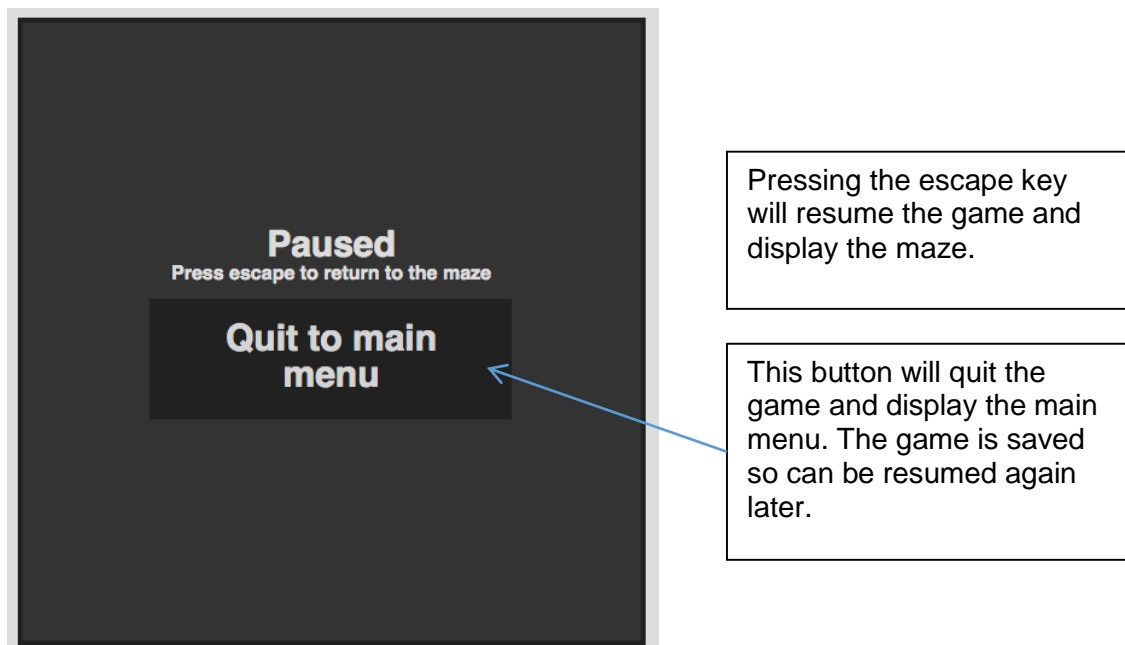
Below is an image of the second help menu, navigated to when the right arrow button on the first help menu is pressed (as described above) or when the left arrow button on the third help menu is pressed.



Below is an image of the third help menu, navigated to when the right arrow button on the second help menu is pressed (as described above).



Pausing the game will pause the timer and display the pause menu. To game can be paused by pressing the escape key. The pause menu is shown in the image below. Note that pressing the escape key will resume the game and display the maze.



Troubleshooting

This section contains two tables of troubleshooting information for Mazr. Note that Mazr does not contain explicit error messages as these disrupt the immersion of the game so below are some problems that could occur when attempting to access or play the game, possible causes and their solutions.

Accessing the game

Problem	Possible cause	Solution
Website does not load	Computer is not connected to the Internet	Connect the computer to the internet, via a physical connection or Wi-Fi.
	URL was typed incorrectly	Ensure the URL typed into the address bar is http://bit.ly/1APzjl4
	Mazr is currently down for maintenance / server is not functioning correctly	There is nothing that can be done about server downtime. Regularly retry to access the webpage at the correct address.
The error message “You need to enable JavaScript in your browser in order to play the game”.	JavaScript is disabled.	Go into the browser settings of the browser being used (typically under advanced settings) and ensure JavaScript is enabled.

Playing the game

Problem	Possible cause	Solution
The player does not move when WASD or arrow keys are not pressed.	Keyboard is not correctly connected.	Ensure the keyboard is connected, typically via USB or Bluetooth.
	Keyboard drivers are not installed.	Ensure correct drivers for keyboard are installed. Note most keyboards do not require driver installation.
The mouse / trackpad cannot be used to move the cursor.	Mouse / trackpad is not correctly connected.	Ensure the mouse / trackpad is connected, typically via USB or Bluetooth.
	Mouse / trackpad drivers are not installed.	Ensure correct drivers for mouse / trackpad are installed. Note most mice / trackpads do not require driver installation.
Game may run slowly with slow animations.	Computer does not have the minimum hardware requirements	Consult the hardware requirements section of this User Guide and ensure that the computer being used meets the requirements.
Game doesn't save progress.	Web browser setting enabled that blocks website from setting data	Check the settings of the web browser being used to ensure that sites aren't blocked from setting local data.

Saved game data has been lost	Playing the game in two separate windows / tabs at the same time	Only most recent game data is saved. Therefore playing in two separate windows / tabs will cause inconsistencies. Avoid by only playing game in one browser window / tab.
	Game data in Local Storage has been deleted	This could happen through a variety of ways. For example, a browser reinstall could have deleted the data. Could have also been manually deleted. There is no way to resolve this once data has been lost.

Glossary

This section contains terms that have definitions that may not be immediately obvious. They are included in the tables of this glossary for clarification.

Game Definitions

Term	Definition
Maze	A puzzle where the objective is to reach a point in a set of tiles where the path is blocked by a series of walls. The objective is to find the player a route through the path of the walls and reach the exit tile.
Player	The tile that is controlled by the user. Must be moved to the exit tile to complete a maze.
Exit Tile	The tile that is the goal of a maze. Reaching it with the player causes the maze to be completed.

Technical definitions

Term	Definition
Operating System	Software that controls the computer hardware. Allows other programs to run on a computer.
Web browser	Software that allows for the viewing of web pages on the Internet.
JavaScript	A scripting language popular on the Internet. Must be enabled to run Mazr.
RAM	Random Access Memory. Stores programs and data on the computer.
CPU	Central Processing Unit. Processes all of the instructions on a computer.
MB (Megabyte)	Measure of information on a computer. Used to measure amount that will be required by Mazr.
Local Storage	An area where data can be saved by a website. Local to the computer. This is how the maze size and level is saved.