Build Instructions:

The project should open via the .sln file in the main folder.

No special instructions to build/run the project.

Play Instructions:

Start a New Game.

Click on a color to select a biome. There are currently 3 biomes available: Desert (Tan), Forest (Medium Green), and Mountains (Gray).

Click Confirm Biome. It will take you to the Floor Selection Screen.

Select a floor and click Enter. It will take you to the Floor Editor Screen.

New tiles can be placed by selecting a Tile Type from the menus on the left and then selecting a tile. Each tile has a mana cost associated with it. You can see your remaining mana in the top right.

Tiles can be removed by checking the Erase Tile checkbox and then clicking on the tile you would like to remove.

A valid floor must have an entrance, exit, and a path between the two.

To gain more mana press the End Turn button. If all of your floors are valid the turn counter will iterate and you will gain mana.

You can save a game by clicking the Settings button on the top right of the Floor Editor Screen.

You can load a game either from the Main Menu or from the Settings Screen.