

Maze Shapes Game Instructions

1. Controls:

There are two different ways of navigation:

1. Normal-mode - non-realistic & game-like movement.
2. Rolling-mode.

Mouse left-click & hold:	Changes the POV momentarily according to mouse movement.
Mouse movement (Normal-mode):	Turns the player.
Mouse-wheel click (mouse2):	Toggle mini-map.
WASD (Normal-mode):	Moves player along axes' directions.
WASD (Roll-mode):	Rolls player along axes' directions.
QE (Roll-mode):	Rolls the player diagonally forward.
Space:	Jump.
numpad+:	Change movement modes.
numpad0:	Shapeshift (Cube, Sphere, Capsule).
R:	Change perspective.

2. Running the game:

As stated in my resume, the game is unfinished. Thus, I made a small Demo in Unity to demonstrate part of my game components.

Step 1: open Unity.

Step 2: open the whole project folder through Unity.

Step 3: open the Assets window (if it doesn't show, open it through the top panel).

Step 4: In the Assets window, open the "Scenes" Folder.

Step 5: In the Scenes folder, double-click on "Tutorial".

Step 6: Click the play button, or Ctrl+P.

Step 7: Enjoy exploring my humble Demo.

The demo includes a **parkour section**, a **mini-game-item** behind a door (opens using the lever on the wall).

additional aspects that couldn't be covered include:

1. the object merging algorithm.
2. Maze builder.
3. Other job specific builder tools...
4. And other Dev tools...