**Maze Shapes Game Instructions**

**1. Controls:**

There are two different ways of navigation:

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

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| **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.

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…