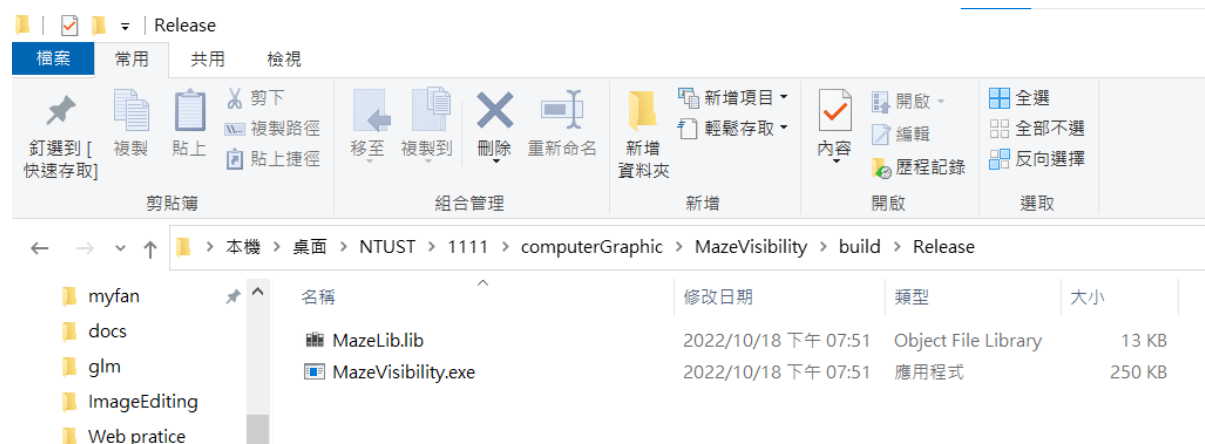# User manual

This user guide will tell you how to use the MazeVisibility program built with C++ and OpenGL.

Step 1

Opening the executable file
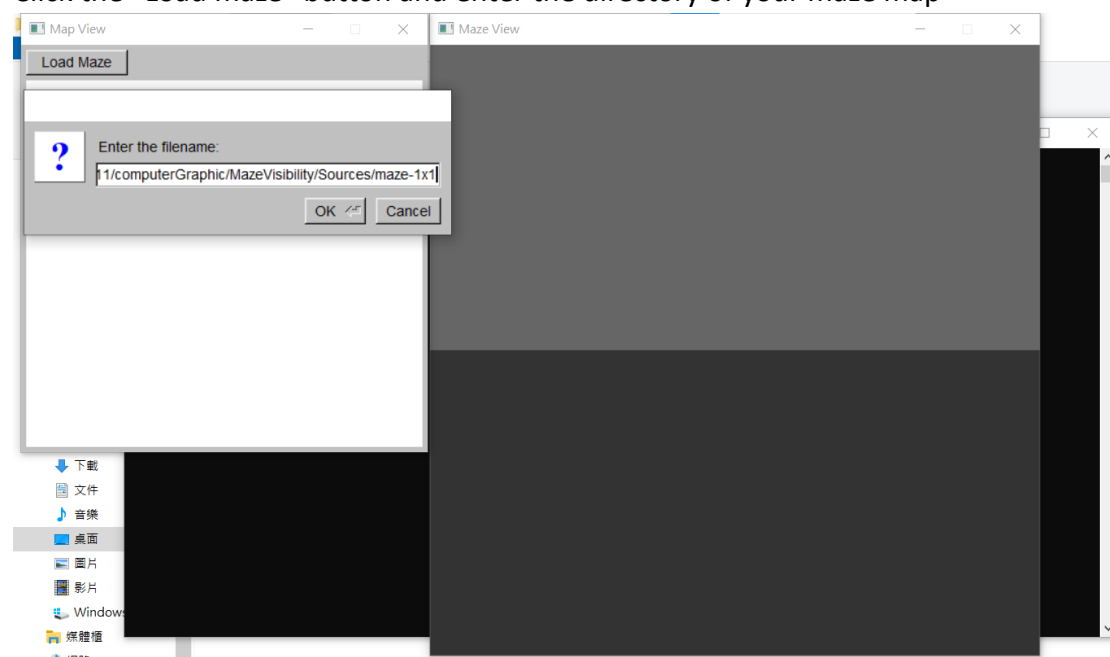
You can find the executable file under the directory "/build/Release/MazeVisibility.exe".

Step 2

Load maze map

Click the "Load maze" button and enter the directory of your maze map

Step 3

Moving in the maze

You can drag with your mouse to move.