**Wandering in the Woods: User Guide**

Welcome to the "Wandering in the Woods" simulation game! Designed with K-8 students in mind, this game offers an engaging experience to understand computation, computational thinking, math concepts, and computer science. Dive in and explore the woods while meeting new friends!

1. **Starting the Game**

Upon launching the game, you'll be greeted with a vibrant main menu. Here, you get to choose which level you'd like to play based on the grade level.

1. **Navigating Through Levels**
   1. **Level K-2:**
2. **Starting the Game:**

* Select the 'Level K-2' option from the main menu.
* The simulation immediately starts with two players wandering around in a square grid.

1. **Game Objective:**

* Watch the two players move randomly through the woods.
* The game concludes once the two players meet in the same grid cell.
* Upon meeting, the game will then exit automatically, and you can choose to play again or select a different level.
  1. **Level K3-5:**

1. **Game Setup:**

* Choose 'Level K3-5' from the main menu.
* You'll be directed to a setup screen where you can customize your game settings.
* Decide on the size of the grid and the number of players (2, 3, or 4) you wish to have in the simulation.

1. **Placing the Players:**

* After setting up, proceed to place the players on the grid by clicking on the desired starting positions.
* As soon as you've positioned the correct number of players, the simulation will begin automatically.

1. **Game Objective and Conclusion:**

* Observe the players as they wander, seeking each other out.
* Once the simulation concludes, the game will display statistics, such as the longest run without meeting, shortest run, and average run.
* After viewing the statistics, you'll be redirected to the setup screen, where you can play again.
  1. **Level K6-8:**

1. **Detailed Game Setup:**

* Opt for 'Level K6-8' from the main menu.
* A detailed setup screen appears, allowing for more advanced customizations.
* Adjust the grid's size and choose the wandering protocol that dictates how players move.

1. **Placing the Players:**

* After configuring the settings, click on the button labeled 'Place Player'.
* An empty grid will be displayed.
* Begin placing the players on the grid by clicking on the respective cells where you'd like them to start.

1. **Game Objective:**

* The simulation initiates immediately after placing all the players.
* Watch the players navigate based on the wandering protocol you've selected, aiming to find each other in the dense woods.

1. **Wrapping Up**

Once you've experienced all the levels or wish to take a break, simply close the game. Every time you return, the woods await with a new adventure!

Thank you for exploring the "Wandering in the Woods" simulation. Happy wandering and discovering!