

# MYTHICAL MAZE

USER MANUAL

Contracted By Cognitive Thought Media



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## 1.0 General Information

This area of the User Manual provides a general overview of the game, along with instructions on how to create a profile, save game progress, information game mechanics, and other essential functions.

### 1.1 Story Overview

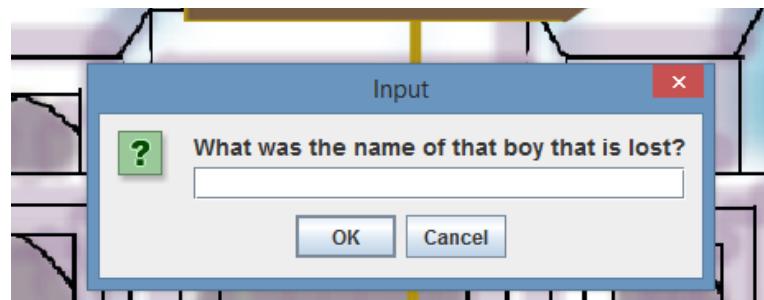
Mythical Maze is a tetris style puzzle game that follows a small child lost on his family vacation. In order to be reunited with his family, the user must conquer the levels presented. The user must create paths by joining falling hollow tetris style shapes in order for the child to navigate their way through the numerous obstacles across a variety of unique environments. In the child's quest around the world, he will visit locations such as the Great Pyramids, Taj Mahal, Stonehenge, the Alamo, and Eiffel Tower.

### 1.2 Starting the Game and the Main Menu

When the user first opens the *Mythical Maze* game, he or she will be presented with an interactive game menu. Many options will be located on this menu. The first will be a play button, which allows users to access previously saved profiles or to create new ones. The second will be a tutorial level, which features the an extremely basic level of the game. A high scores button allows users to find scores of past games and other players. A credits button is also available to access information about the game. Finally, an exit button is provided in order for users to leave the game.



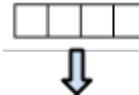
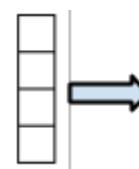
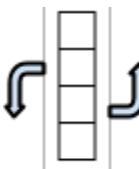
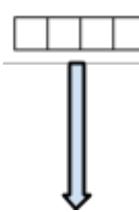
Upon pressing the play button, the user is presented with a new screen for selecting a profile. Up to four player profiles will be up for selection, each with their own saved scores and levels. New player slots can be filled here too, in which the user will select and enter a new profile name.



### 1.3 Controls

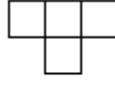
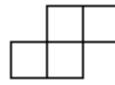
The user can controls the falling shapes using either the arrow keys or the WASD keys. The WASDR keys, shift, spacebar, and arrow keys are the controls used in the game.

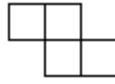
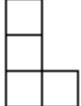
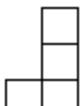
WASDR Key	Arrow Key	Piece Function	Character Function	Block Movement Graphics
W	Up Arrow	Rotate shape clockwise	Moves character up	
A	Left Arrow	Move shape left	Moves character left	

S	Down Arrow	Move shape down one	Moves character down	
D	Right Arrow	Move shape right	Moves character right	
R	Shift	Rotate shape counterclockwise	N/A	
Space bar		Move shape down all the way	N/A	

## 1.4 Shapes

There are several different shapes used in Mythical Maze. Each shape is made of many square blocks. The shapes used in the Mythical Maze game are variants of the style of pieces in Tetris. During gameplay, the shapes will be “falling” from the top to the bottom of the game grid at certain time increments. Shapes can be shifted and rotated via keyboard controls (see 1.3 Controls). Each shape is hollow and surrounded by walls with 2 or more openings, like a pipe, and a path must be created from the start to the end platform in order for the level to be beaten. As an addition, default shapes, which normally have a set position of walls which surround the piece, can be randomized.

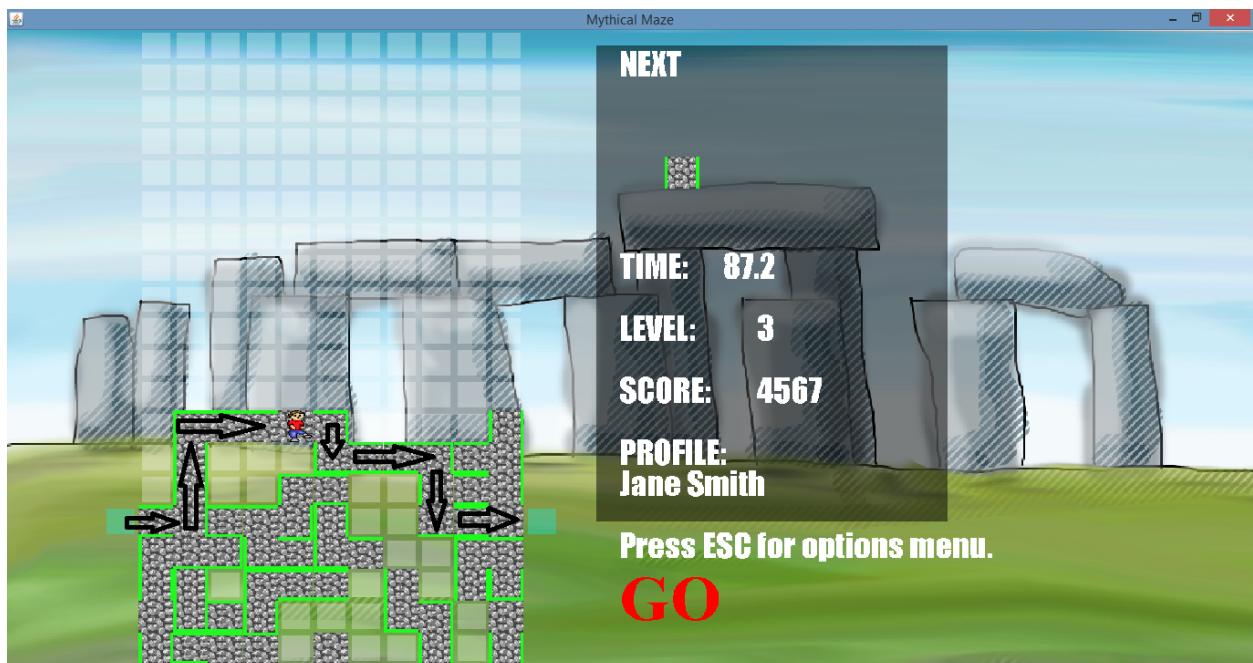
Shape Name	Image
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L	
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O	
Mini J	
Mini L	
Mini I	
Mini O	
Super Mini I Shape	

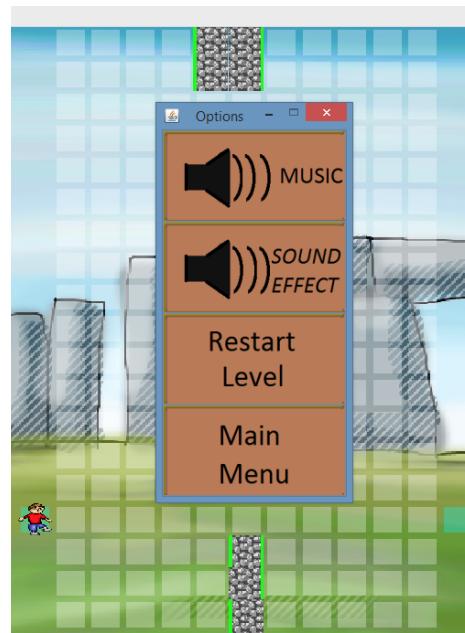
## 1.5 Gameplay

After selecting to play the game from the main menu, the game begins. Much like Tetris, shapes fall from the top of the screen. These shapes are used to form the pathway for the child to cross from one side to the other. If the user completely fills a row, that row is destroyed and all rows above it shift downward. If the top

row is filled, the user loses and the game is over. Once a pathway is formed, the user is able to move the character along the path using the character control keys. Once the character reaches the other side, the next level will appear and the user's progress will be automatically saved. As the user progresses, the levels gradually become harder. Advanced levels have less room to build paths and shapes fall faster, forcing the user to think faster for the challenging levels. When the user finishes all levels, he or she will win the game and receive an accomplishment award with the addition of their name to the list of global high scores.

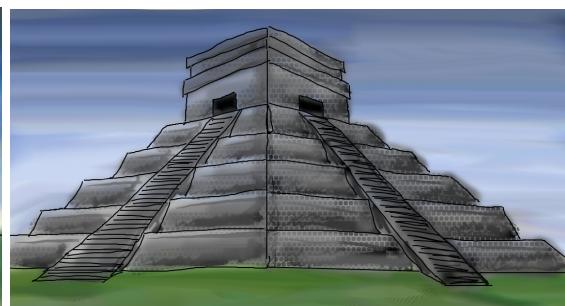


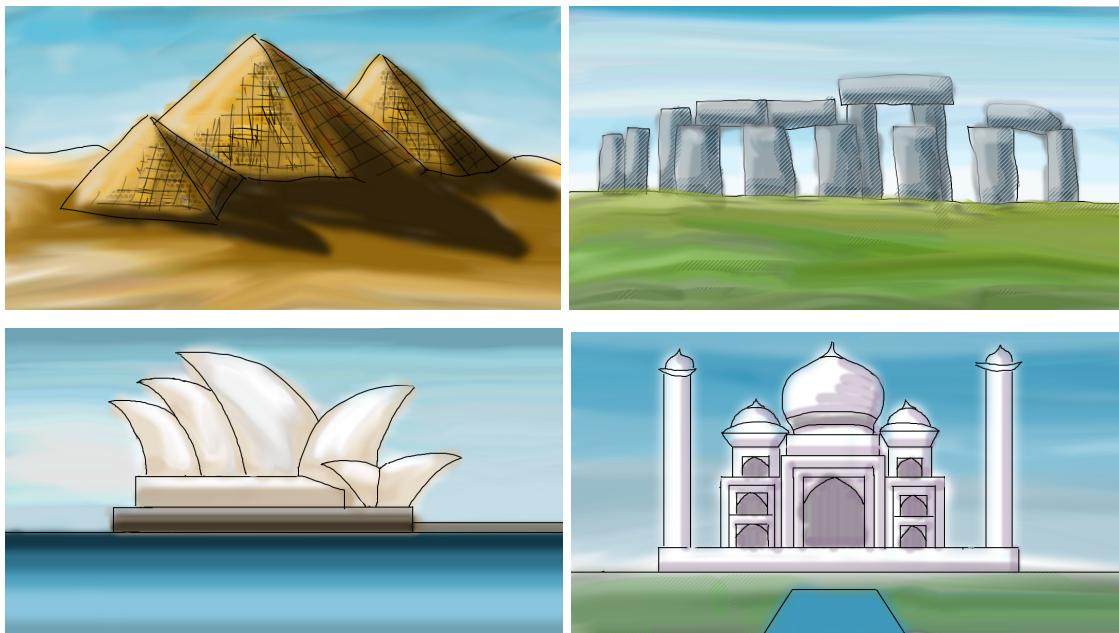
The user can also pull up an options menu via the Esc key. The options menu has choices of restarting the level, returning to the main menu, and to disable/enable music and sound effects.



## 1.6 Levels

The *Mythical Maze* game features a character who gets lost on travels around the world. Below are some of the places he loses track of his family.





## 2.0 Solutions Center

*This section details all contacts with which the user may contact in need of any and all help, presents all recovery and error correction procedures, including error conditions that may be generated and corrective actions that may need to be taken, and presents frequently asked questions which may arise from the user for a better gaming experience.*

### 2.1 Troubleshooting

#### 2.1.1 Installation Issues

Most common errors dealing with the game involve the failure to load graphics, music, or player information. Mythical Maze is programmed to display error messages when these occur. Warning messages will clearly state what occurred, and will prompt the user to exit the game as it is no longer playable. To fix errors of being unable to load certain elements, the user should refer to the document README.txt. Typically, this type of error was the result of improper file placement, and the README.txt document contains information about where files should be properly placed for correct installation.

### **2.1.2 Game Crashes**

Again, Mythical Maze is designed to display error messages to the user when any type of error occurs. When this occurs, please consult the README.txt to troubleshoot any common installation errors. If the error is determined not to involve installation, please contact the game creators for further information. If the game becomes slow, laggy, or freezes up often, please close all other running processes to free resources for the game.

## **2.2 Frequently Asked Questions**

### **2.2.1 I'm encountering issues with the game, what should I do?**

Read the above section on troubleshooting. If you are still running into problems, feel free to notify the game creators through the listed contacts.

### **2.2.2 How do I “win” the game?**

You win the game by beating all the levels.

### **2.2.3 What are the differences in each of the levels?**

As the level advances, the pieces move faster downward, and there is less space to place the pieces.

### **2.2.4 If I exit the game, is my progress automatically saved?**

Progress is saved only when the user beats or loses a level. If the user exits in the middle of a level, only the progress to the current level is saved, not their progress into the current level.

### **2.2.5 Can I use WASD to move?**

The WASD keys can be used instead of the arrow keys for movement.

### **2.2.6 Can I pause the game?**

There is no way to pause the game as this would defeat the purpose of the game. Pausing the game would allow users to have extra time to calculate their piece layout plans, contrary to the fast pace challenge we wish to provide to players.

### **2.2.7 Is there a way to access the highscores page?**

There is a way to access the highscores page, and it is found by clicking the high scores button on the main menu.

**2.2.8 It's my first time playing, is there a tutorial level?**

There is a tutorial level, and it is found on the menu. The tutorial level is an easy version of the game specifically designed for new players. For information on rules and storyline, please consult the above sections.

**2.2.9 Is the game automatically installed and ready to play?**

Yes, the game should be automatically installed and ready to play inside the Mythical Maze game folder. To access the game, simply find the Java Archive file (JAR file) title MythicalMaze.jar and click to start playing.