

走不出的山

Ting & TING

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## CONCEPT

三隻小艾散步時突然間被神秘的力量帶入一個異世界。眼前豎立起一座古老而神秘的迷宮，必須避開怪物的追蹤，跟循指示找到三把鑰匙，方能從唯一的出口離開。

每個小艾面臨不同的挑戰，他們必須借助玩家的智慧和冒險精神，才能成功逃離這個異世界的束縛。小艾們是否能在怪物的追捕中順利取得鑰匙，找到迷宮深處的出口？這全取決於玩家的指引！

現在，帶領小艾們踏上未知的冒險，逃離異世界！

Next: Impl

# IMPLEMENTATION

Vga



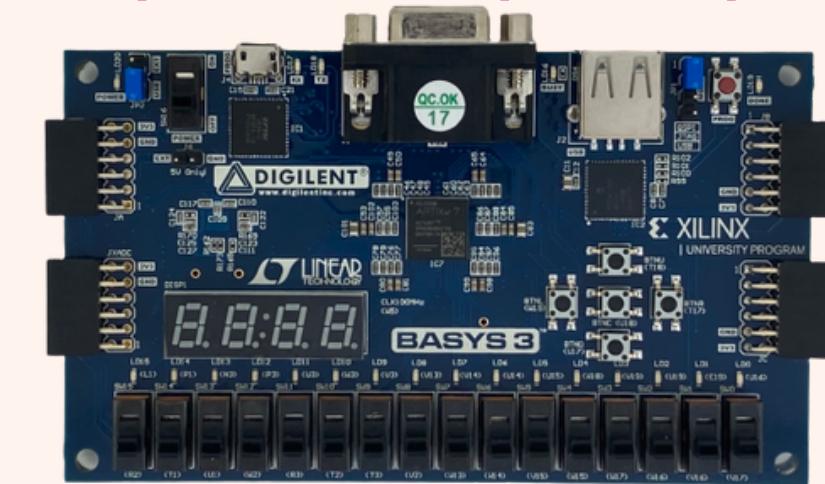
Key board



Volume



7-Segment, Button, Led, Switch



Next: Play

# HOW TO PLAY

1 2 3

Select Stages



Movement

SHIFT

Speed Up

Next : Stage

## HOW TO PLAY

### Stage 1: Beginner's Luck

- Only need to find 3 keys to escape

### Stage 2: Live in the Light

- Find keys after turning on the light

### Stage 3: Be Free

- Find 3 keys to escape
- DON'T GET CAUGHT BY THE GHOST!!!

Next: Boss

# H O W T O P L A Y

0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
0	1	1	1	1	1	0	1	1	1	1	1	1	1	1	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0
0	1	0	1	1	1	1	1	1	1	1	1	1	0	1	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0
0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	0
0	1	0	0	0	0	0	0	0	0	0	0	0	0	1	0
0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
0	1	0	1	0	0	0	0	0	0	0	0	0	0	1	0
0	1	1	0	1	0	1	0	1	0	1	0	1	0	1	0
0	0	0	0	0	0	1	0	1	0	1	0	1	0	1	0
1	1	1	1	1	1	1	1	1	1	1	1	0	1	0	1
0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0

The logo for BES (Building Energy Standards) features the acronym "BES" in a bold, black, sans-serif font inside a white rectangular box. This box is set against a large, stylized, light-blue arrowhead pointing to the right. The arrow's body is a thick blue line, and its tail is a lighter shade of blue with diagonal hatching.

Dir  
169\*169

## Boss position

# Boss position in 13\*13 map

# Next boss position

# Player position



position in  
13\*13 map

## Next: Ideal

Undone

VS

Additional

01

Cheat Mode

02

Pause Game

03

Random Keys

04

Sound Effect

01

Help Screen

02

Back to Title  
in Stages

03

Animation in  
Other Screens

Next: Staff

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Draw & Display

Map Design

Speed Up

Boss Direction of  
Shortest Path

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Top Module

Screen FSM

Game Control

Music

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