

# 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



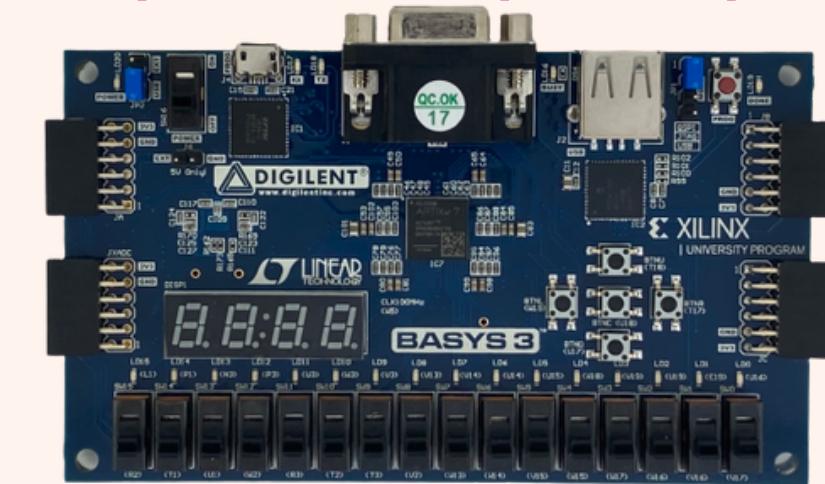
Key board



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

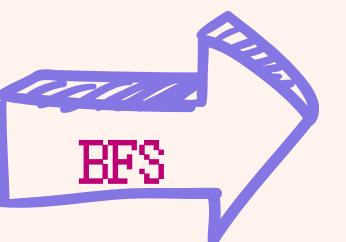
### Stage 3: Be Free

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

Next: Boss

# HOW TO PLAY

```
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 0  
0 1 0 0 0 0 0 0 0 0 0 0 1 0  
0 1 0 1 1 1 1 1 1 0 1 0  
0 1 0 0 0 0 0 0 0 0 0 1 0  
0 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 1 1 1 1 1 1 1 1 0  
0 1 0 1 0 0 0 0 0 0 1 0  
0 1 0 1 0 1 0 1 0 1 0  
0 0 0 0 1 0 1 0 1 0 1 0  
1 1 1 1 1 1 1 0 1 0 1 0  
0 0 0 0 0 0 0 0 1 0 0 0
```

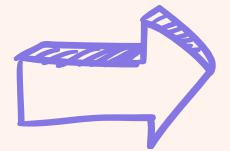


Dir  
169\*169

Boss position



Boss position  
in 13\*13 map



Next boss  
position

Player  
position



Player  
position in  
13\*13 map

Next: Diff

## DIFFICULTY

LUT utilization:

- Discard animation of title(help)

BFS:

- Use array and change basis

Next: Ideal

## Undone

01

Pause Game

02

Random Keys

03

Sound Effect

## Additional

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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