How to create your own maze using the custom maze format and .maz file extension

# Step 1: Create a new text file

Using your text editor of choice, create a new file in the project directory. Save this file as <your-file-name-here>.maz (replace <your-file-name-here> with your own file name of choice).

# Step 2: Start creating the maze

The format for the maze is as follows, each room in the maze has its own line in the file. The line begins with the string for the name of the node followed by a colon. Then you need to make the connections for that maze, the order for the maze connections is as follows:

north connection, east connection, south connection, west connection, trapdoor connection

In the format ‘x;x;x;x;x;’. If you do not want a certain direction to have a connection to another room, all you have to do is use ‘-‘ as the as the and the maze game will ignore this. A line of your file could end up looking like this:

“A:-;C;F;-;-;" or “Ampitheater:-;Coliseum;Cave;-;-;”

A is the name of the room, there is no room set to the north connection, room c is set to the east connection, room f is set to the south connection and there is no room set to the trap door connection.

You need to stick to that format otherwise it will not work with the program.

There is no limit to the number of rooms that you can have in your maze, however each of the rooms must have a different name

At the end of the file you need to declare where the maze starts and where it ends, do this by adding

“start:<your-start-here>” and “finish:<your-finish-here>” to the end of the file replacing the <your-start-here> and <your-finish-here> with the node names.

It does not matter if you do not get the node connections completely right as the maze program will correct this as it generates your custom maze. It will try to ensure that all the rooms link to where they should to create the appearance of a fully connected maze with all the relevant directions connected.

# Save the file with the extension “.maz”, it is important you will do this or the maze program will not accept your maze and will output an error message telling you that your maze file is invalid.

Your finished file could look something like this:

A:-;C;F;-;-;

B:-;-;C;-;-;

C:B;D;G;A;H;

D:-;E;-;C;-;

E:-;-;-;-;-;

F:-;-;J;-;K;

G:C;-;-;-;-;

H:-;I;L;-;M;

I:-;-;-;H;-;

J:F;-;-;-;-;

K:L;-;-;-;-;

L:H;-;K;-;-;

M:N;-;-;-;H;

N:M;-;-;-;-;

start:A;

finish:N;

# Step 3: Opening the maze in the program

Open the maze program and select the option “User generated maze” from the menu, this will allow you to input the filename of the file where your maze is stored, you do not need to include the file extension when you do this but it won’t hurt if you do.

# Step 4: Enjoy playing your custom maze!

Have Fun!