TRIVIA-SQUARED USER MANUAL

1. **General Game Info**
   a. **Game Layout**
      i. Once the application is open, the player has the option to select from a new game, load a pre-existing game, view high scores or quit back to the desktop. If a new game is selected, the player will be asked to enter a name and select a difficulty setting.* Once the game starts, the player will attempt to reach the finish room of the maze by answering a series of trivia questions. If the player answers a trivia question incorrectly, the room in which the player is attempting to enter will be blocked off. *Note: The player will not be able to enter the game until a name is selected.

   b. **Win/Loss Conditions**
      i. The game is won if the user reaches the finish.
      ii. The game is lost if the user's path is blocked from the finish.
   c. **Trivia Question Types**
      i. Multiple Choice: The player will be asked a question and has the option to select from 4 different answers.
      ii. True/False: The player will be asked a question and has the option to select from true or false as the correct answer.
      iii. Short Answer: The player will be asked a question and must attempt to type the correct question in the text box provided.
2. **Difficulty Settings**
   a. **Easy Mode**
      i. Maze Size: 4x4
   b. **Medium Mode**
      i. Maze Size: 6x6
   c. **Hard Mode**
      i. Maze Size: 8x8
   d. **Hell Mode**
      i. Maze Size: 12x12

ii. Warning: This can take a very long time to complete. It is recommended that you try an easier mode before attempting Hell Mode.

3. **Time**
   a. Time is kept throughout the games lifespan. The timer starts at 0 and counts up. Time is the most important factor in calculating the score when a player reaches the exit. The time will stop when the player pauses the game but the time continues throughout the rest of the game, including viewing the map screen and when answering questions. It is recommended that you don't linger as your score will drop for every second spent in the maze.

4. **Points**
   a. **Description**
      i. The player starts the game off with 1 point. Points can only be gained for answering questions correctly. When the player reaches the finish, every point that the player has will boost their final score by 5 points. It is recommended to spend as little points as possible.
   b. **Map Display**
      i. A point can be spent to view the full maze map. This will help you to determine where you are on the map and where the finish is. Your time in the map display is unlimited, but not recommended due to the time accumulation.
   c. **Hints**
      i. **Overview**
         1. A point can be spent to get a hint for questions. The hint type depends on the type of question being asked.
      ii. **Hint Types**
         1. **Multiple Choice**
            a. 2 of the incorrect answers will be eliminated.
         2. **True/False**
            a. The player is asked to count which button blinks more. The button that blinks more is the correct answer. Warning: hint is time-costly.
         3. **Short Answer**
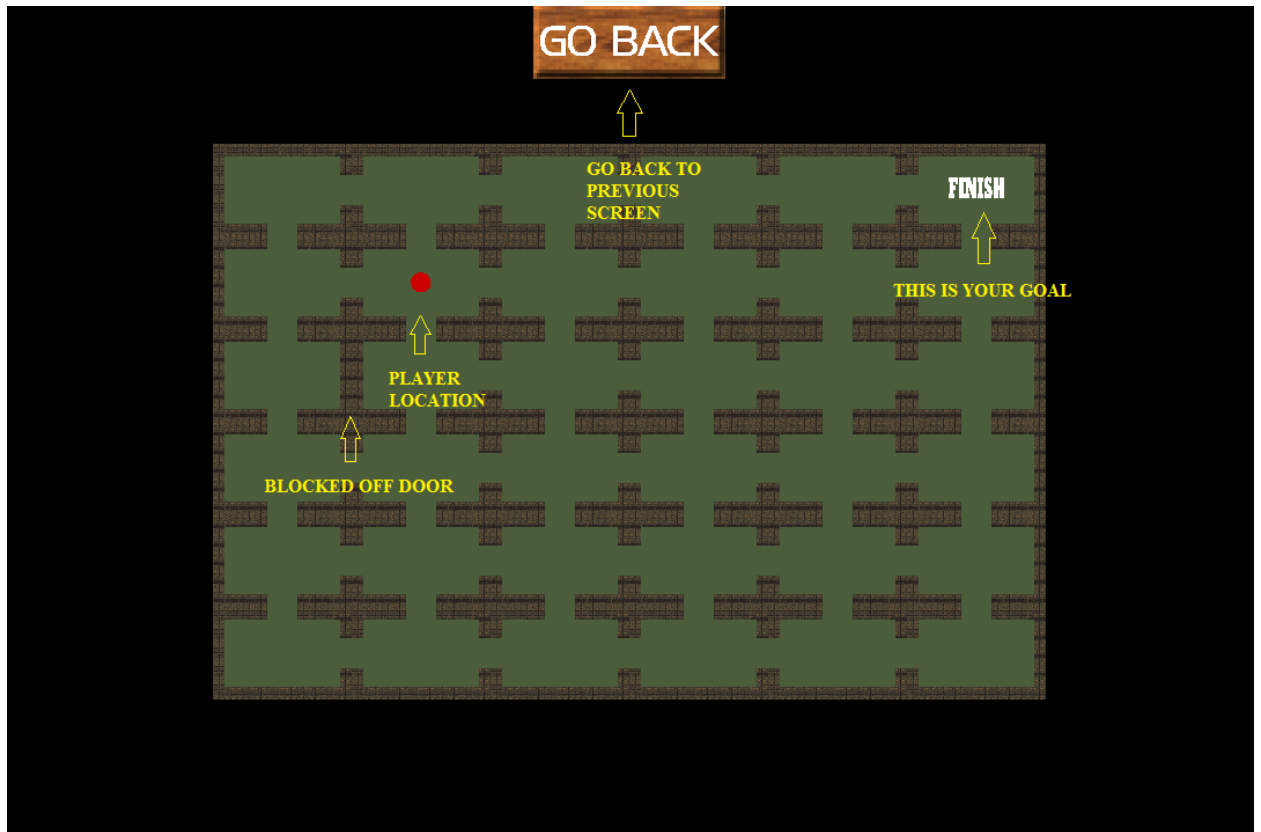   a. The answer will be scrambled repeatedly and displayed on the screen.

5. **ADMIN**
   a. If the player happens to have admin access, they will be able to enter new questions into the database to expand the question count for the game.

6. **Game Display Key**

ROOM VIEW:

Time: 15   Points: 1

VIEW MAP

PAUSE GAME

TIMER

GAME POINTS

START

ATTEMPT
QUESTION
AND/OR MOVE
ROOMS

MAP VIEW:

TRIVIA VIEW:

Hint ⟵ GRANT HINT IF
YOU HAVE AT
LEAST 1 POINT

Released in 1990, this movie tells the story of gangster
Henry Hill.

Goodfellas
The Godfather
The Departed
Pulp Fiction

⟵ CHOOSE THE
CORRECT
ANSWER