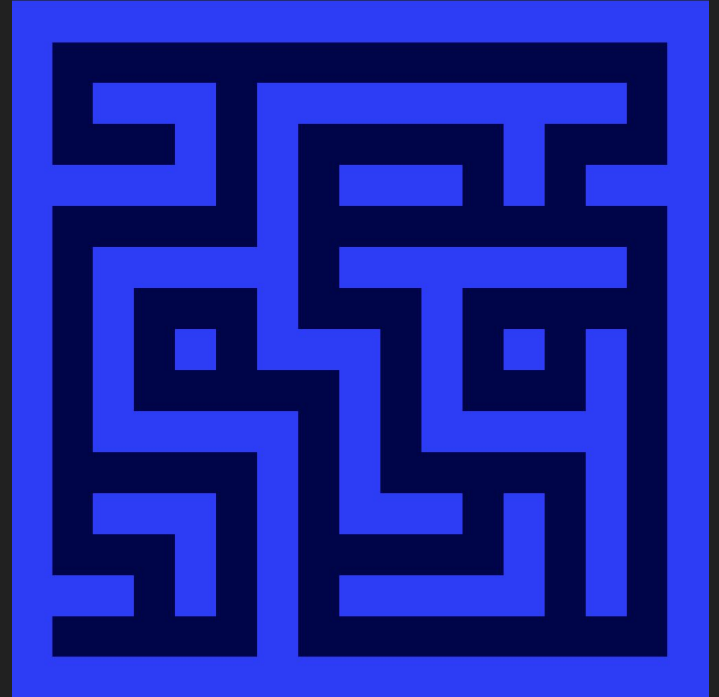


2 Player Maze Game

Player Manual

Maze

- 15 x 15 maze
- The player sprites move in the darker region.
- Any 2 cells in the maze are always reachable.



Player

- There are 2 Players.
- Both spawn at the top-left and the bottom-right corner of the maze respectively.
- Player 1 is the **orange** sprite.
- Player 2 is the **pink** sprite.
- Both Players can move simultaneously.



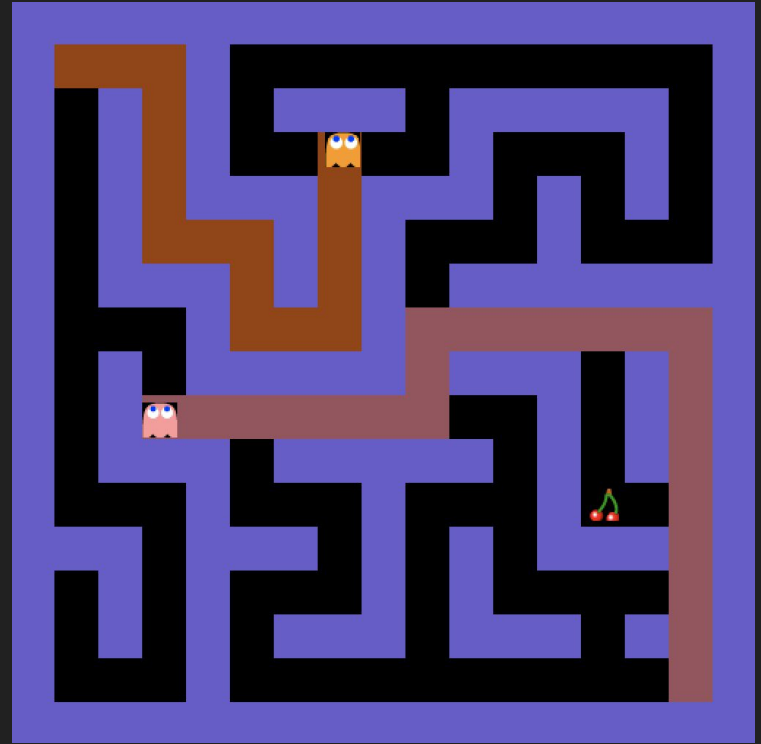
Power Pill

- At any time there is one Power Pill present in the maze.
- The Player consuming the Power Pill can permanently capture 7 tiles in the maze.

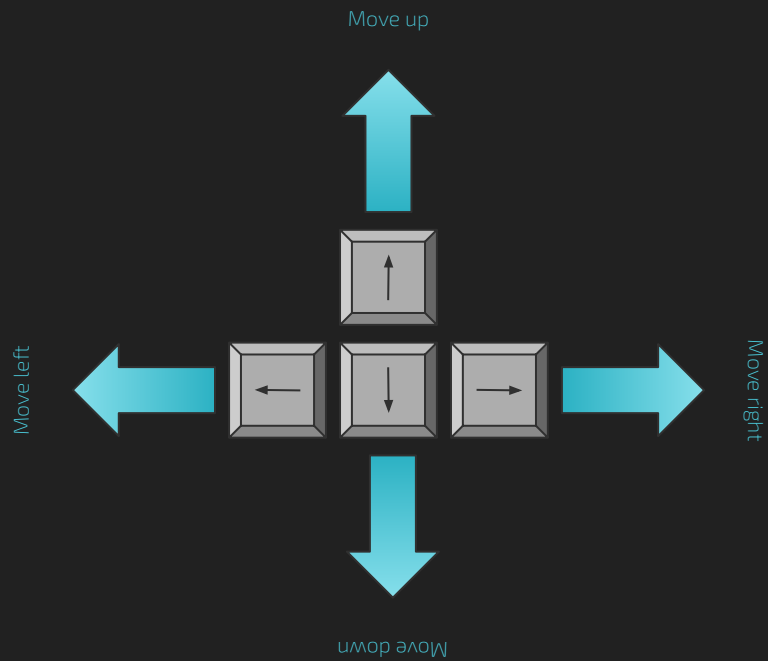


Rules

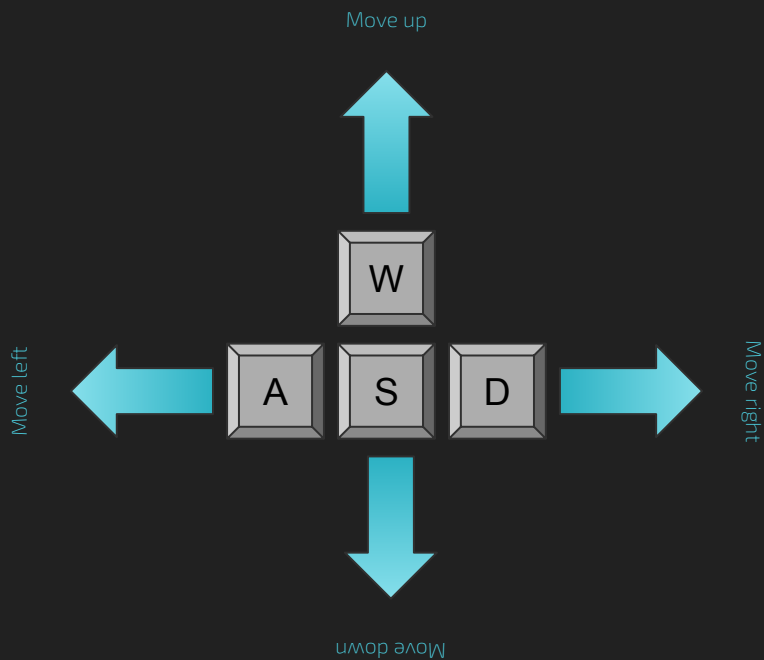
- A tile is captured as soon as a player enters it.
- A tile is permanently captured by a player if it is entered by the player after consuming a Power Pill.
- A player can move on any in the maze, irrespective of the tile's capture status.
- At the end of 60 seconds, the player with maximum number of tiles captured wins the game.
- If both players have captured the same number of tiles then the game ends in a draw.



Player 1

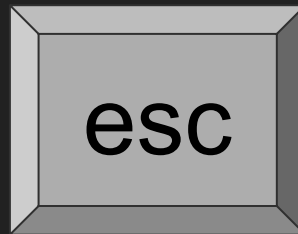


Player 2



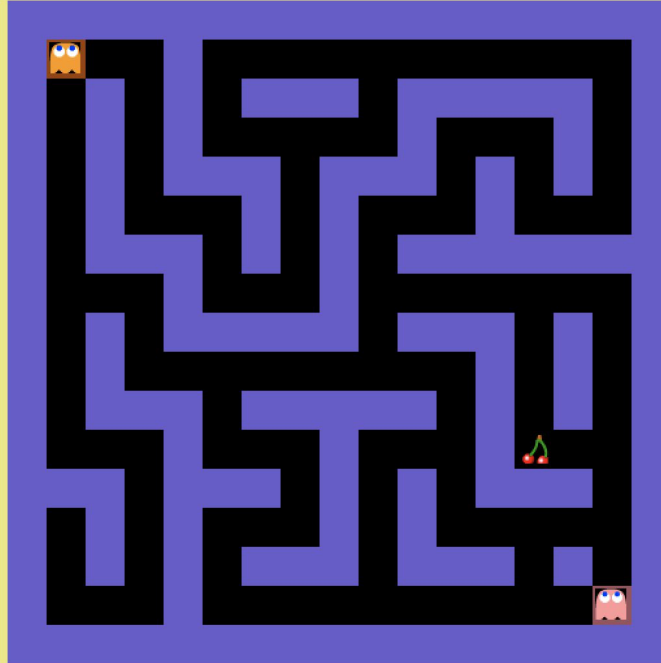
Misc. Controls

- While playing the game the player can press the 'esc' key and exit the game.



Startup Screen

Time remaining: 59 seconds



SFX and Music

SFXs

1. Player-Player
Collision
2. Game End

Music

1. Background Music

Scoreboard And Result

- After 60 seconds have elapsed the game ends.
- The Scoreboard shows the number of tiles captured by each player.
- The Game is either won by Player 1 or Player 2 or ends up in a draw.

Scoreboard

Player 1 : 17

Player 2 : 23

Result: Player 2 Won

