HUNTED HOUSE AND ALI BABA`S TREASURE

GAME MANUAL

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How to build The game

1-decide the idea of the project
2-include all the libraries needed
3-Type the functions and methods for the objects for example (draw filled circle,draw hollow circle)
4-decide what type of transition you are going to use for example (keyboard, coordinates)
5-type all the functions in the display method
6-run the program

How to run and use the game

1-press 1 to start Ali baba`s treasure game
or press 2 to start the hunted house game

2-find the three hidden objects

3-once all objects are found, a message
will pop up indicating that you completed
the game.

4-Try to find and right-click on the hidden
objects following the leftmost order of the
objects in the lock.

Note: when the object of the correct order
is clicked, it will appear on the lock, keep
searching for the rest of the objects.