



# MEMORY MAZE

**Game Type:** Memory / Puzzle

**Platform:** HTML5 / LED Floor

**Players:** 1 Player (Single Player)

**Grid Size:** 6 x 10 (60 tiles)

**Max Levels:** 20 levels

**Starting HP:** 5 hearts

## 1. Game Overview

Memory Maze is a brain-training puzzle game that challenges your memory and pattern recognition. Watch the path light up, memorize it, then walk the same path! Each level adds more steps to the path, testing your memory limits.

## 2. Flow: How to Start the Game

**Step 1:** Open the game (Memory Maze.html)

**Step 2:** View the start screen with instructions

**Step 3:** Click "START GAME" button

**Step 4:** Level 1 begins - Watch the path!

## 3. Controls

Input Method	Description
Mouse Click	Click on tiles to walk the path
Touch Screen	Tap tiles on mobile/tablet
LED Floor	Physically step on tiles

## Movement Rules

- You can move to adjacent tiles (up, down, left, right)
- **Diagonal movement is allowed!** (8 directions total)
- You must follow the exact path shown

## 4. Gameplay Flow

**Phase 1: WATCH**

- The path lights up tile by tile
- Pay close attention to the sequence!
- The path gets longer each level

**Phase 2: MEMORIZE**

- Brief pause after path is shown
- Remember the sequence!

**Phase 3: WALK**

- "YOUR TURN!" appears on screen
- Click/step on tiles in the correct order
- Correct tiles light up green
- Wrong tiles flash red = lose 1 HP

**Phase 4: RESULT**

- Complete the path = Next Level!
- Path gets 1-2 tiles longer

## 5. Scoring & Progression

### 5.1 Level Progression

Level Range	Path Length	Difficulty
Level 1-5	3-7 tiles	Easy
Level 6-10	8-12 tiles	Medium

Level 11-15	13-17 tiles	Hard
Level 16-20	18-22 tiles	Expert

## 5.2 HP System

### Lives / HP

- Start with **5 HP** (hearts)
- Wrong tile = **-1 HP**
- 0 HP = **GAME OVER**
- HP does NOT regenerate between levels

## 6. Win & Lose Conditions

### Victory!

Complete all 20 levels to win the game! You are a Memory Master!

### Game Over

Lose all 5 HP before completing level 20. Try again!

## 7. Game End Screen

**Display:** Final level reached

**Display:** Remaining HP

**Display:** High score (if local storage available)

**Options:** "Play Again" or "Back to Menu"

## Memory Tips

- **Chunk the path:** Break long paths into smaller sections
- **Use landmarks:** Remember positions relative to corners/edges
- **Speak aloud:** Say the directions as you watch ("up, right, down...")
- **Trace with eyes:** Follow the path with your eyes multiple times
- **Stay calm:** Don't rush - think before each step

## 8. Visual Feedback

Tile State	Color	Meaning
Path tile (showing)	Bright yellow/gold	Part of the sequence to memorize
Correct step	Green glow	You stepped correctly!
Wrong step	Red flash	Wrong tile! -1 HP
Player position	Cyan/blue	Your current position