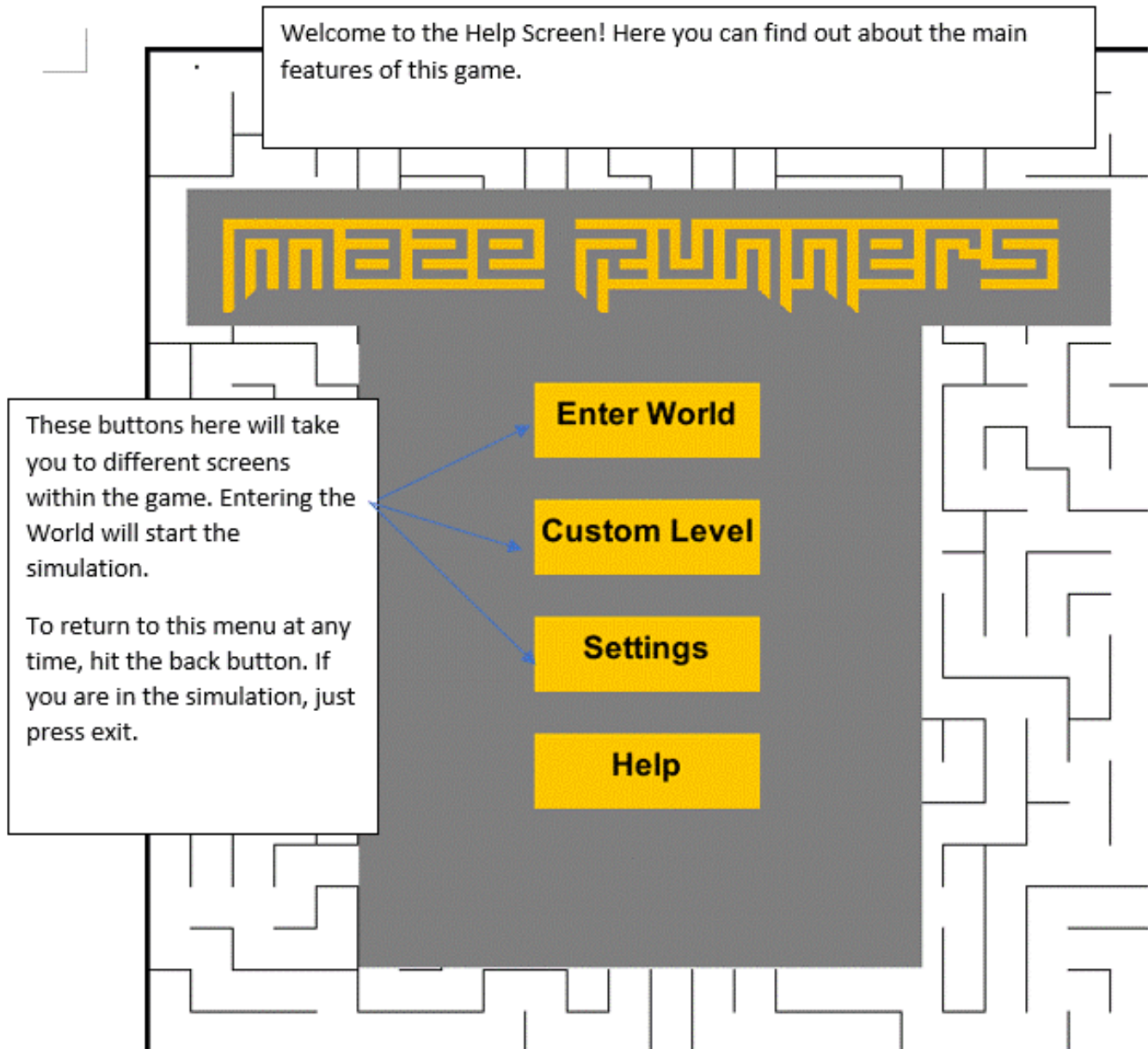


## User Manual Help Screen

Start Screen:



Scroll for more screen help!

## Settings Screen

Here in the settings, you may choose different values. Clicking on the button will open an input dialog. Value limitations will be given. Sliders next to buttons represent the button whereas sliders by themselves are ladled above them. The red dot on the sliders can be dragged to change the value.

# Settings

Controls how many maze Runners will be running the simulation

**Population**  
Value: 50

50.0 2500.0

**Map Size**  
Value: 25

25.0 100.0

Controls the scale of the maze generated.

Controls the speed of the simulation. (100 means no limit).

**Speed**  
Value: 20

20.0 100.0

**Mutation Rate**

0.01 0.01 1.0

**Difficulty**

1.0 1.0 4.0

**Back**

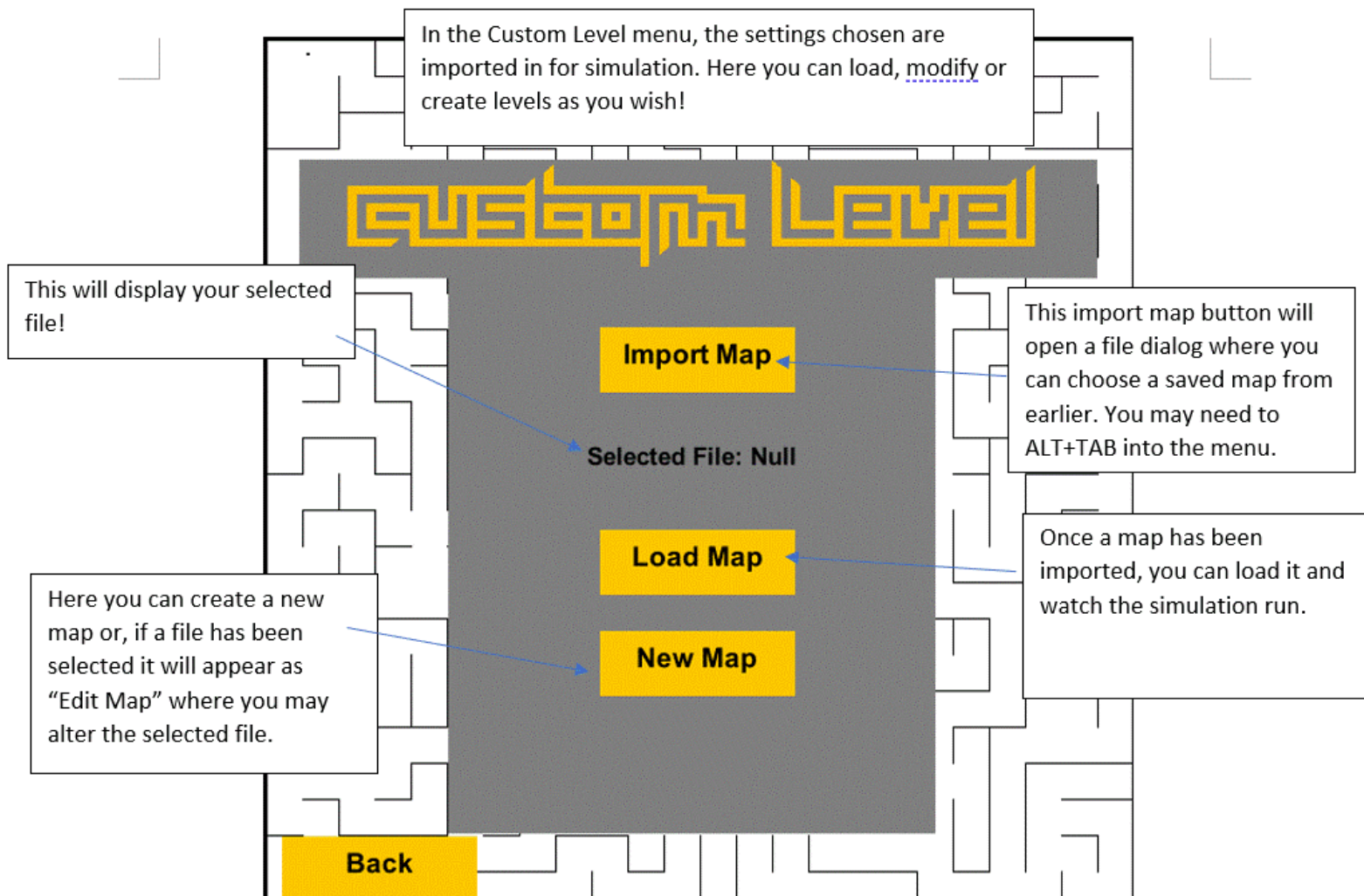
**Set Recc**

Controls the chance an agent will mutate.

Controls the difficulty of the maze. (Eg. How many walls there are generated, higher = harder).

Sets all values recommended by the developer.

## Custom Level Screen



## Level Editor Screen

Welcome to the Level Editor! Here you can edit or create custom maps. By clicking near a wall, you will toggle it on or off. On being a black line and off being transparent.

Please note the start space is defined with the first 2 cells in the first and second row. Make sure there is a clear path from any one of them to the green goal.

Make sure to save the map when done!

APS: 1570

Exit

Info

Settings

Save Map

## Simulation Screen

Welcome to the Simulation View! Here you can watch the maze runners learn to solve the maze overtime! If its taking too long, try save the map, edit the settings and then reload the map.

The numbers on the grid represent the "ideal path" to follow to solve the maze.

APS: 2199

This shows how many "act" cycles (frames) are being processed per second. To increase this try lowering the population or increase the speed.

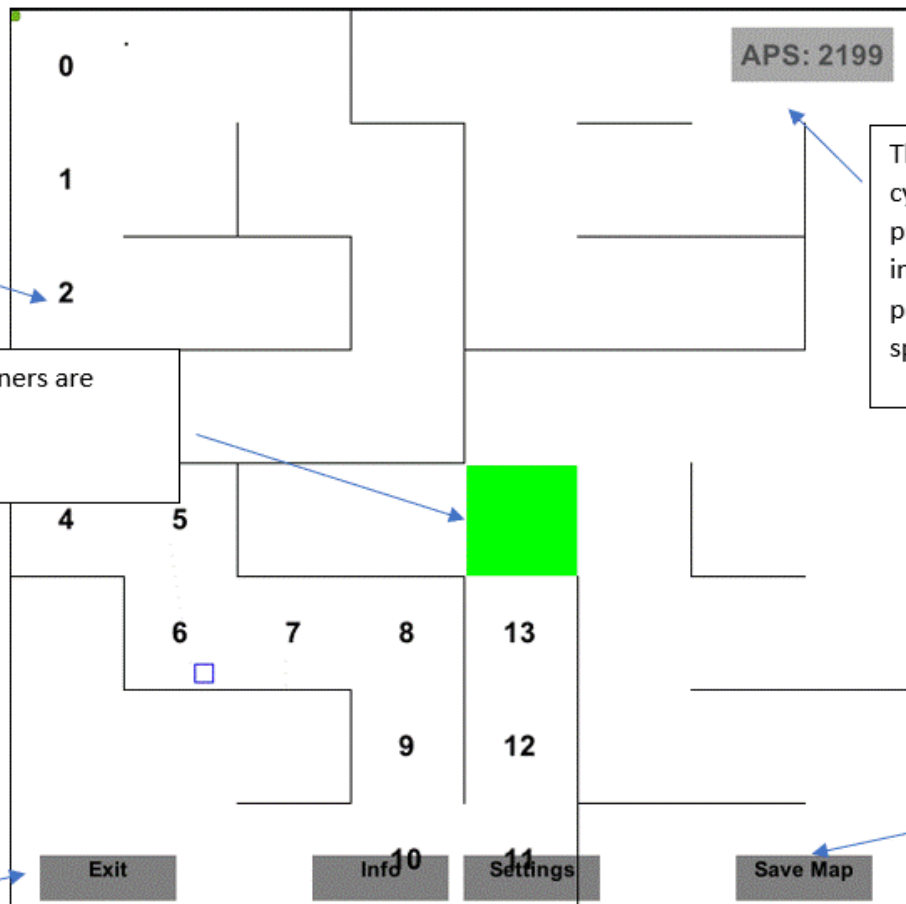
The goal the runners are trying to get to.

This will open the saved map dialog box. Enter a name and press ok. Saved maps will be in the folder "saves" where this project is located.

Exit and return to the main menu.

Show simulation Info.

Show In-game settings.





## Pause/Settings In-Game Screen

