**User Manual (Milestone 4)**

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Game Contents:

* 5x5 Gameboard
* 3 Rabbits
* 2 Foxes
* 3 Mushrooms
* 5 challenges
* Level Builder

Rules of the Game:

* Rabbits can only jump over other game pieces and they can also jump over multiple pieces
* Rabbit cannot move to blocks beside them
* Mushrooms are stationary
* Foxes can either move vertically or horizontally, but not in both directions
* Foxes cannot move over other game pieces
* There cannot be multiple rabbits in one hole
* Game is won once all rabbits are in a hole (one rabbit per hole)

Commands to play:

* Once the game is started you will have to select the “New Game” option or the “Load Game” option if one has previously played and saved a game
* Once a new game is selected then you have to select a level to play and click “Start Game”
* To move a Rabbit or Fox, you must click the piece you would like to move first, then click where you would like to go and finally click the “Move” button

Other Commands:

* Click “Rules” under “Options” tab in the top left for rules on how to play
* Click “Quit” to stop playing the game in the “Options” tab, then you’ll be prompted again if you are sure you want to quit the game
* Click “Return to Main Menu” under the “Options” tab to be taken back to the main page of the game
* Click “Undo” to undo a move you have made
* Click “Redo” to redo a move
* Click “Hints” to get a hint on the next possible move you can make
* While playing one can save the state of the game by clicking “Save Game” and then choosing a save slot

Level Builder Commands:

* Click “Build Level” to start building a level
* Once you have started the builder there will be an empty board on which you can start placing game pieces
* To add a game piece, select the slot on the board, then all the game pieces which could be legally added will highlight and finally just click “Add Rabbit” or “Add Fox” or “Add Mushroom”
* To add a fox once you click “Add Fox” you must select the direction of the fox too such as “North”, “South”
* To remove a piece, you click on the game piece and then click “Remove piece”
* “Reset board” will reset the board to an empty board
* Once one is satisfied with the level they have built, they must click “Test Solvable” to check if the level they have made is an actual legal level
* The game will then let you know if the level is legal, if it is then you can proceed to save the level by clicking “Save Board” and then selecting to save it to a specific save slot
* Then one can click “Start” to start playing the level one has built