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*Note: this game must be run using Processing 2.0 *

Game Explanation

Our game, Mazekachu begins with Ash, a young child growing up in a world where Pokémon can be captured and raised as one's own to battle other Pokémon. Ash is just now old enough to get his first Pokémon and so he sets out, rather unprepared, in order to catch one. Luckily, before he gets too far, his neighbor Prof. Oak notices where he's going and stop him before Ash gets himself hurt.

Prof Oak, sympathetic to the desires of would-be Pokémon trainers, pitches in and captures a wild Pikachu as a gift for Ash. This Pikachu, however, is unimpressed by Ash, refuses to travel in a pokéball, and even refuses to take a single step. Not letting himself be deterred from his journey to Pokémon trainer greatness, Ash resolves to push Pikachu along with his own two hands.

Not far into their journey, however, Pikachu is lost after the ground caves in. Peering into the darkness below, Ash balks for a second and considers abandoning his uncooperative new "friend". Surely Prof. Oak would help him out getting a better Pokémon. But Ash quickly rejects this line of thought; after all... what kind of aspiring Pokémon trainer abandons his own Pokémon in their time of need.

Jumping into the dark hole, Ash discovers a vast cave below the surface. He also sees that Pikachu, now legitimately unable to walk due to injuries suffered in the fall, is lying nearby. Having forgot to bring a 15-foot ladder to get them out, Ash has no choice but to push Pikachu around the dark maze of a cavern, searching for an exit that will bring them back outside. It would seem, though, that a group of Snorlax has made this cave their resting place... too bad Ash also forgot to bring along a few pokéflutes, the only device capable of waking the dozing giants.

Objective: The objective of the game is to push Pikachu through the maze towards the exit. Pikachu can't be pulled (who would ever want to be pulled around!?), so Ash must be careful not to push Pikachu into a corner or against a wall from which he can't be push off of. Snorlax will occasionally block paths, and Ash must first navigate Pikachu towards a pokéflute, before returning back to the Snorlax.

There are currently 7 levels. Beating the 7th level displays the end credits and ends the game.

Controls: Arrow Keys – Use them to move Ash around the dungeon.

Pikachu can be pushed by moving into him.

Enter Key – If pressed during the intro movie, this skips the movie.

Press this key to advance to the next level from the Win Screen.

Mouse – Use the mouse to click on buttons.

Tips: Only Pikachu can interact with pokéflutes, Snorlax, and the exit. He must be pushed onto these items in order to interact with them. Snorlax can only be awakened after picking up a pokéflute with Pikachu and pushing Pikachu into the Snorlax.

Take care to avoid pushing Pikachu into a corner as it will reset your position back to the start of the level. If you want to entirely reset the level, you can do so at any time by pressing the Reset Level button.

Level Editor: Use the mouse to click on buttons. Choose to edit an existing map or create a new one.

When editing a map, first choose a block type on the right. The currently selected block is outlined in green.

With a highlighted block, click on the map area to place a block of that type on the map.

Only 1 player and 1 Pikachu can be placed on the map.

If a mistake is made, overwrite a block with another, or use the Erase button to erase blocks.

When finished, click on the Save button to save your map.

Walkthrough

There can be multiple paths through some levels, so an exact walkthrough is difficult to make, but some general tips are:

Stay away from the outer walls, as Pikachu can't be pushed off of them.

Don't push Pikachu into corners, stay in the wider corridors.

Try to pick up the pokéflutes first; you will need them to get past the Snorlax.

Sometimes Pikachu must be pushed into a room so that you can maneuver around him and push him back the way you came from.

Sometimes Pikachu must be pushed into an intersection and Ash must move around him by a different path so as to be able to push Pikachu from a different side.

All levels are beatable; there is at least 1 path through each one.

Known Bugs

Created levels must be named "level##" where ## is a number. (ie. level09.xml, level135.xml, etc.)

The game loads levels consecutively, and will crash if it tries to load a level that doesn't exist, so don't suddenly jump from level10 to level15 without having the levels 11 – 14 there too.

The "maxLevel" variable in the main setup() method should be manually changed to reflect the highest level number. There was no time to have this update automatically.