1. Level 1: We generate 9 map with 9 different sizes and types, each of them has specific purpose

-Map 1.1: There are 1 hider and 1 seeker in map 6x20. In this map, we have 1 obstacle, 1 wall shape “L” and the hider hides in this wall

-Map 1.2: There are 1 hider and 1 seeker in map 8x25. In this map, we have 2 obstacles, 1 wall and the hider hides in this wall

-Map 1.3: There are 1 hider and 1 seeker in map 10x30. In this map, we have 3 obstacles, 4 walls including 3 straight walls and 1 wall shape “L”. The hider in this map hides in “L” wall

-Map 1.4: There are 1 hider and 1 seeker in map 12x35. In this map, we have 4 obstacles, 4 walls. Seeker is hard to find hider because of far distances between them

-Map 1.5: There are 1 hider and 1 seeker in map 15x40. In this map, we have 5 obstacles and a lot of walls.

-Map 1.6: There are 1 hider and 1 seeker in map 15x15. In this map, we have 3 obstacles and a close wall. The hider stays in this wall so the seeker could not find the hider

-Map 1.7: This is a special map with large size 100x100. There are also 1 hider and 1 seeker. In this map, we generate 13 obstacles and a lot of walls. Hider and Seeker are far from each other

-Map 1.8: This is a special map with maze shape, size 50x50. There are also 1 hider and 1 seeker. In this map, we generate 2 obstacles. Seeker have to try hard to find hider because of walls

-Map 1.9: This is a special map with room shape, size 50x50. There are also 1 hider and 1 seeker. In this map, we generate 5 obstacles. Seeker have to find exactly which room hider stays

1. Level 2: We generate 9 map with 9 different sizes and types, each of them has specific purpose

-Map 2.1: There are 3 hiders and 1 seeker in map 7x20. In this map, we have 2 obstacles, 2 of 3 hiders are close, another one is far and close to the seeker

-Map 2.2: There are 4 hiders and 1 seeker in map 10x25. In this map, we have 2 obstacles, 4 hiders are close from each other

-Map 2.3: There are 4 hiders and 1 seeker in map 12x30. In this map, we have 4 obstacles, 4 hiders stay in 4 areas and far from each other, each of them locates near the corner of the map and the seeker is near the center of the map

-Map 2.4: There are 5 hiders and 1 seeker in square map 20x20. In this map, we have 4 obstacles, Hiders are scattered all over the map

-Map 2.5: There are 7 hiders and 1 seeker in map 25x25. In this map, we have 5 obstacles. 7 hiders are close to each other, so the seeker is very easy to find out all 7 hiders

-Map 2.6: There are 6 hiders and 1 seeker in map 25x25. In this map, we have 4 obstacles. 1 hider is closed by square wall, another one by wall and obstacle, so seeker just find at most 4 hiders

-Map 2.7: This is a special map with large size 100x100. There are 11 hiders and 1 seeker. In this map, we generate 7 obstacles and a lot of walls, this is mixed map with many diferent types of smaller maps such as maze, room,... There are 3 hiders who the seeker cannot find out. All hiders locate far from the seeker, so it is very difficult to find out all the hiders

-Map 2.8: This is a special map with maze shape, size 50x50. There are 12 hiders and 1 seeker. In this map, we generate 2 obstacles. Seeker have to try hard to find hiders because of walls

-Map 2.9: This is a special map with room shape, size 50x50. There are also 7 hiders and 1 seeker. In this map, we generate 5 obstacles. Seeker have to find exactly which room hiders stay because each of them stays in 1 room and far from each other

1. Level 3: We generate 7 map with 7 different sizes and types, each of them has specific purpose

-Map 3.1: There are 3 hiders and 1 seeker in map 10x20. In this map, we have 3 obstacles, all of hiders stay far from each other

-Map 3.2: There are 4 hiders and 1 seeker in map 13x25. In this map, we have 2 obstacles, if the hiders move the obstacle, the road can be closed and the seeker could not go out

-Map 3.3: There are 5 hiders and 1 seeker in map 15x30. In this map, we have 4 obstacles. 2 of 4 hiders are close to each other and close to the seeker but they are seperated by the wall

-Map 3.4: There are 6 hiders and 1 seeker in square map 20x20. In this map, we have 5 obstacles, Hiders are scattered all over the map

-Map 3.5: There are 5 hiders and 1 seeker in map 15x15. In this map, we have 4 obstacles. Hiders in this case can move the obstacle to “close the door”, do not allow the seeker to go through and find out them

-Map 3.6: There are 5 hiders and 1 seeker in map 20x20. In this map, we have 3 obstacles. 1 hider is closed by square wall, so seeker just find at most 4 hiders

-Map 3.7: This is a special map with large size 100x100. There are 16 hiders and 1 seeker. In this map, we generate 6 obstacles and a lot of walls, this is mixed map with many diferent types of smaller maps such as maze, room,... There are 1 hiders who the seeker cannot find out because of close wall. All hiders locate far from the seeker, so it is very difficult to find out all the hiders. There are a lot of position that if the hiders move obstacle, they can hide “carefully” and the seekers could not find out them

1. Level 4: We generate 7 map with 7 different sizes and types, each of them has specific purpose

-Map 4.1: There are 4 hiders and 1 seeker in map 13x20. In this map, we have 5 obstacles, 2 hiders can move the obstacles to close the road and seeker will not able to find out both of them

-Map 4.2: There are 5 hiders and 1 seeker in map 13x25. In this map, we have 4 obstacles, all 5 hiders stay for from each other

-Map 4.3: There are 4 hiders and 1 seeker in map 20x30. In this map, we have 5 obstacles. Hiders can be easy to find out good location to stay to how to move the obstacles to close the seeker

-Map 4.4: There are 6 hiders and 1 seeker in square map 20x20. In this map, we have 5 obstacles. Hiders are scattered all over the map with 6 different locations far from each other and the seeker stay in the center of the map

-Map 4.5: There are 8 hiders and 1 seeker in map 25x25. In this map, we have 8 obstacles. 6 of 8 hiders are close to each other. 2 other ones are far but they have good location to hide because if they move the closest obstacle, it can create a close room and the seeker could not find out them

-Map 4.6: There are 8 hiders and 1 seeker in map 25x25. In this map, we have 4 obstacles and 2 group of walls, each of them include 3 parallel walls for the hiders to hide, they can easy move obstacle and close the wall to not allow seeker to find out them

-Map 4.7: This is a special map with large size 100x100. There are 14 hiders and 1 seeker. In this map, we generate 5 obstacles and a lot of walls, this is mixed map with many diferent types of smaller maps such as maze, room,... There are 1 hiders who the seeker cannot find out because of close wall. All hiders locate far from the seeker, so it is very difficult to find out all the hiders. There are a lot of position that if the hiders move obstacle, they can hide “carefully” and the seekers could not find out them