
Guide to Maze-O-Mania

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Overview

Two players A and B are in the IITD campus and have to navigate through obstacles and achieve specific tasks and reach a certain destination as soon as possible.



Maze Description

The Maze is simple yet rich version of IITD campus with following feature:

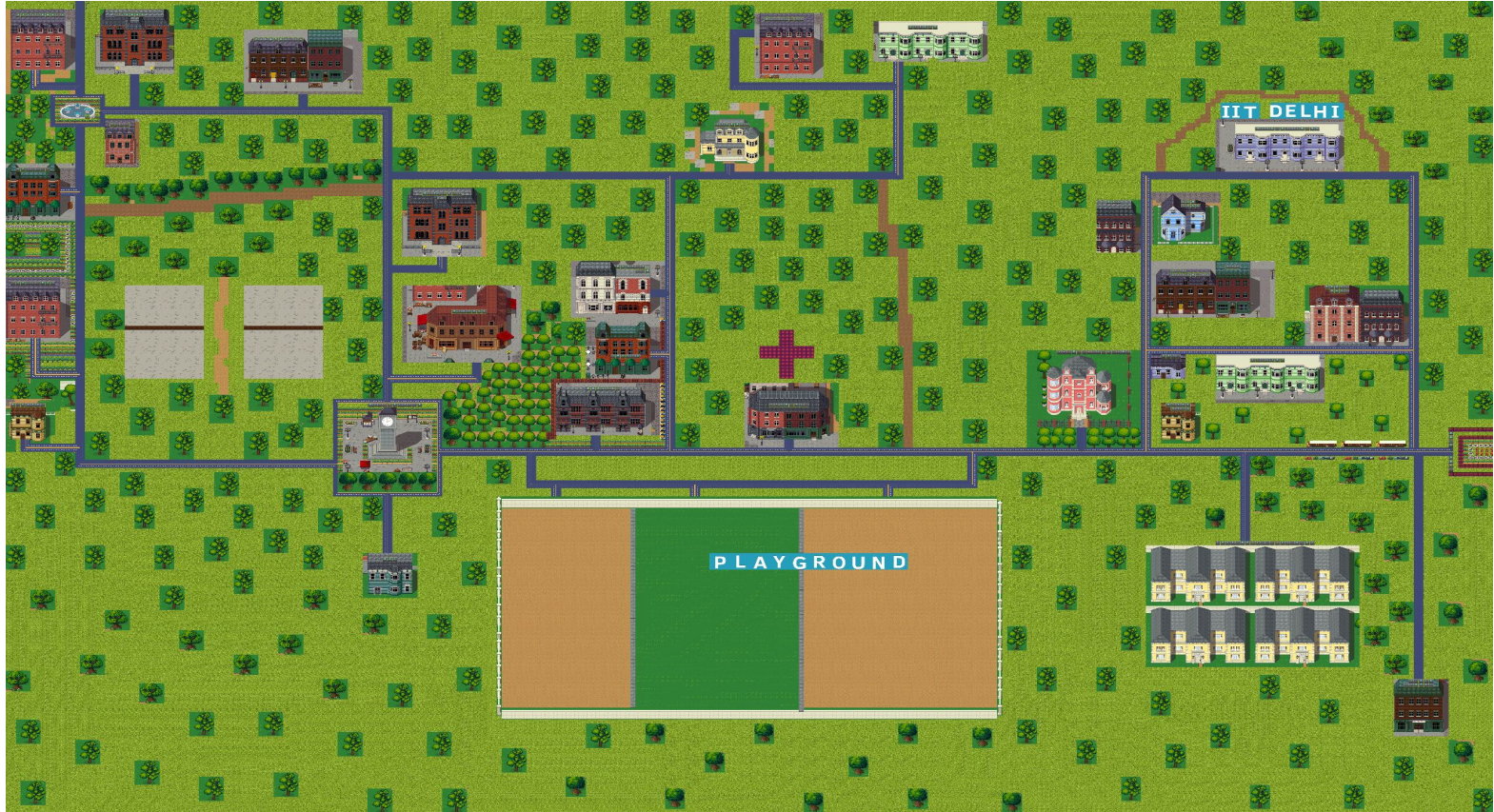
- Map size 200 x 300 tiles where each tile is of size 32 x 32 pixels.
- The map is made in tiled software using 4 tileset.
- The map is made up of 2 layers in which layer 1 is of grass and layer 2 is of roads, building, trees etc.
- Player A is animated character taken from file lucas.png.
- Player B is animated character taken from file dawn..png.



Maze Description

- Player A yulu character is from file lucasbike.png.
- Player B yulu character is from file dawnbike.png.
- The Professors are placed at Main building, CSC, Dogra Hall, Bharti School, outside LHC.
- The Nurse is outside IITD Hospital.
- The Chefs are placed outside Amul, Shiru Cafe, Rajdhani, Masala Mix and Chayos.

Maze-O-Mania Map



Objective and Scoring

- Both the players will spawn at Gate No.1 of IIT Delhi.
- Objective is to collect Yulu from Gate No. 6 and return to Gate No. 1.
- BUT!!!
- Yulu will be only provided at Gate No. 6 if your health is greater than 80.
- Players will spawn with health 60 initially so try to figure out how to increase your health.

Objective and Scoring

- Professors will try to decrease your health by 5 but give you \$10, which you can collect and use at various restaurants like Rajdhani, Amul Cafe etc. to increase your health by 20.
- Nurse can increase your health by 10 for free with 2 minutes cooldown.
- A specific professor can decrease your health with a cooldown of 20 seconds.
- Similarly, restaurants can increase your health by 20 but charge \$20 for the same, also each specific restaurant has a cooldown of 20 seconds.

Winner Determination

- If during game health of any player falls down to 0, then the other player is determined winner automatically.
- Otherwise the player who reaches back to Gate No.1 first will be announced the winner.

Game Stages

Start Screen



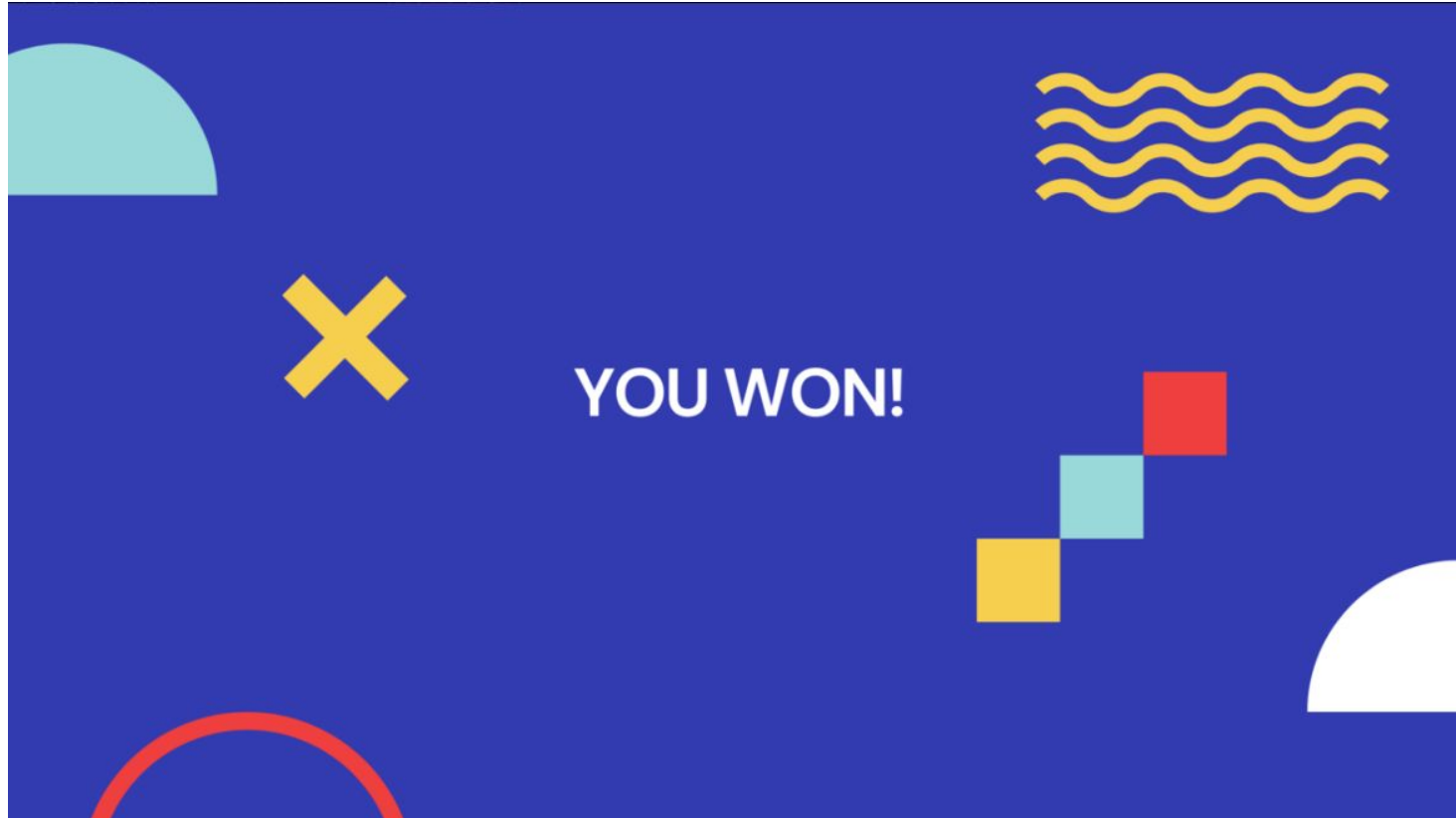
Rules Screen

RULES FOR GAMING

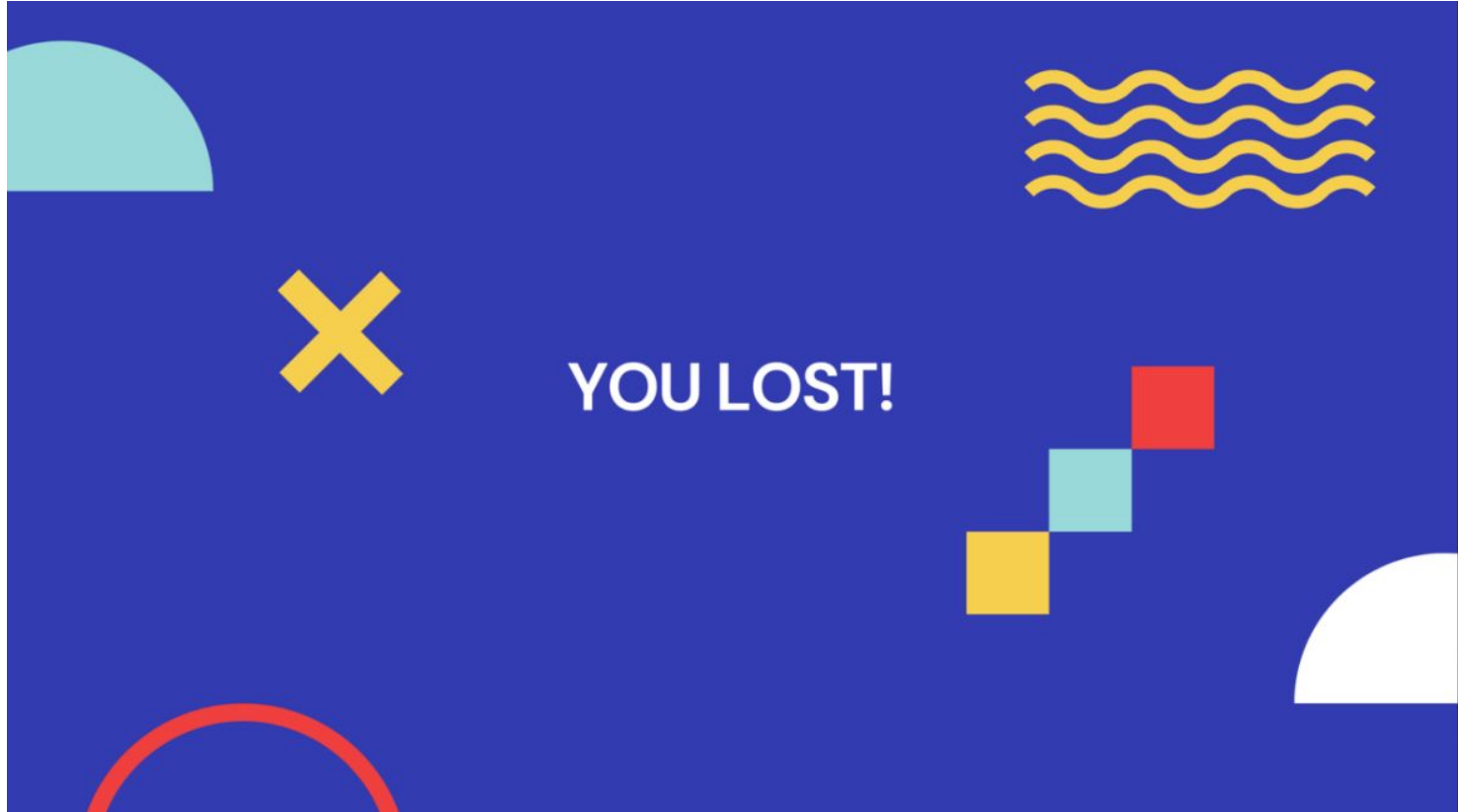
- CHARACTERS WILL BE SPAWNED AT GATE NO.1 WITH INITIAL HEALTH 50, CASH \$0
- OBJECTIVE: COLLECT YULU FROM GATE NO.6 AND RETURN BACK TO GATE NO.1 WITH YULU.
- BUT!!!!
- YULU WILL BE PROVIDED ONLY IF HEALTH IS GREATER THAN 80
- ALSO, VARIOUS OBSTACLES LIKE PROFESSORS CAN REDUCE YOUR HEALTH BY 5 BUT GIVE YOU SOME CASH
- YOU CAN INCREASE YOUR HEALTH BY SPENDING CASH ON VARIOUS RESTROS IN MAZE-O-MANIA.
- NURSE AT IITD HOSPITAL CAN INCREASE HEALTH BY 10 FOR FREE BUT YOU CAN VISIT HER ONLY AFTER 2 MINUTE COOLDOWN.

PRESS 1 TO START GAME

Win Screen



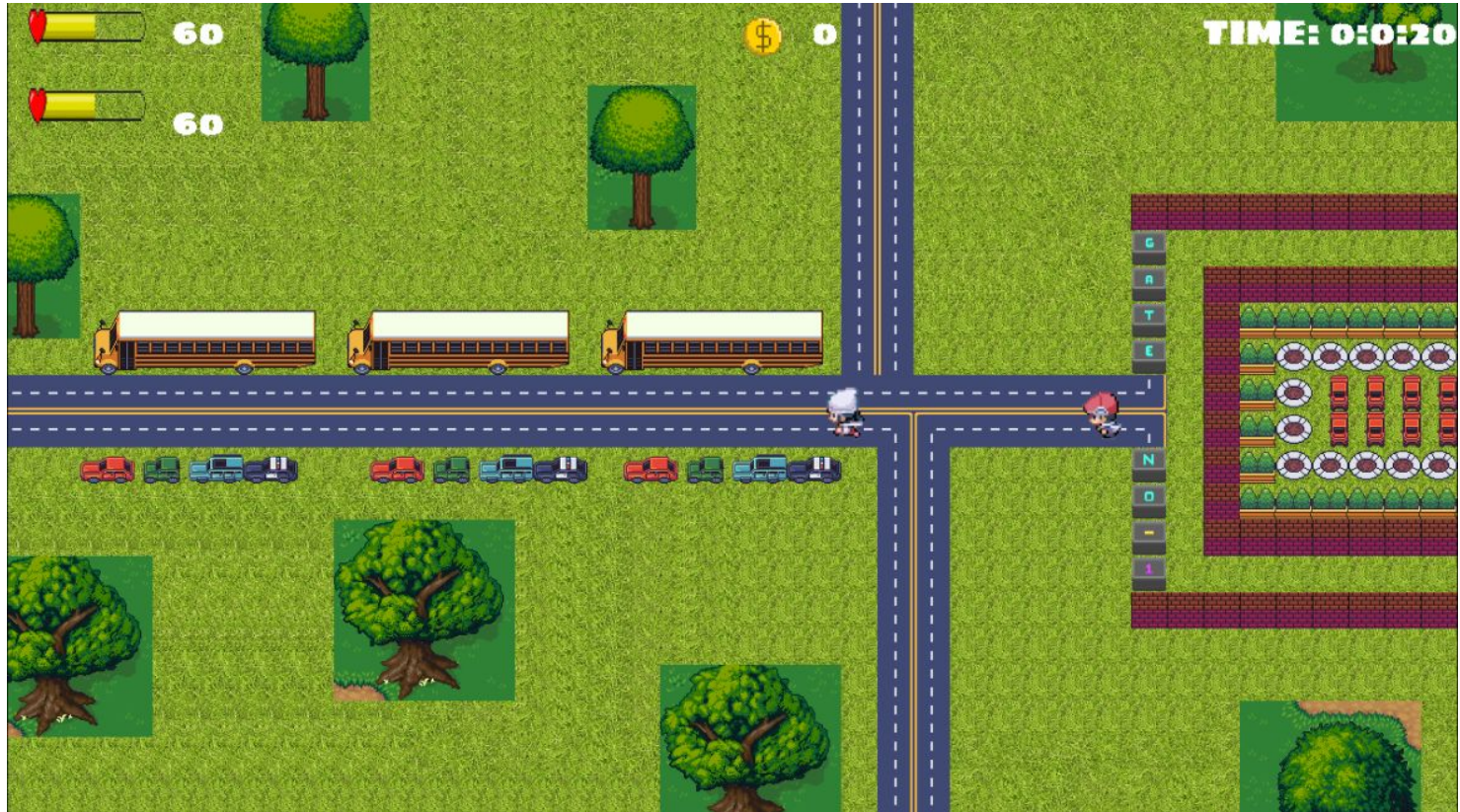
Loss Screen



Game Screenshot 1



Game Screenshot 2



Thank You!