

# 3 D M A Z E

*maze game*

## USER GUIDE



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## How to move

### Use Accelerator

Use the accelerometer to move around the maze. Slightly rotate your iPhone to forward for moving forward.



Rotation for forward.



Rotation for backward.

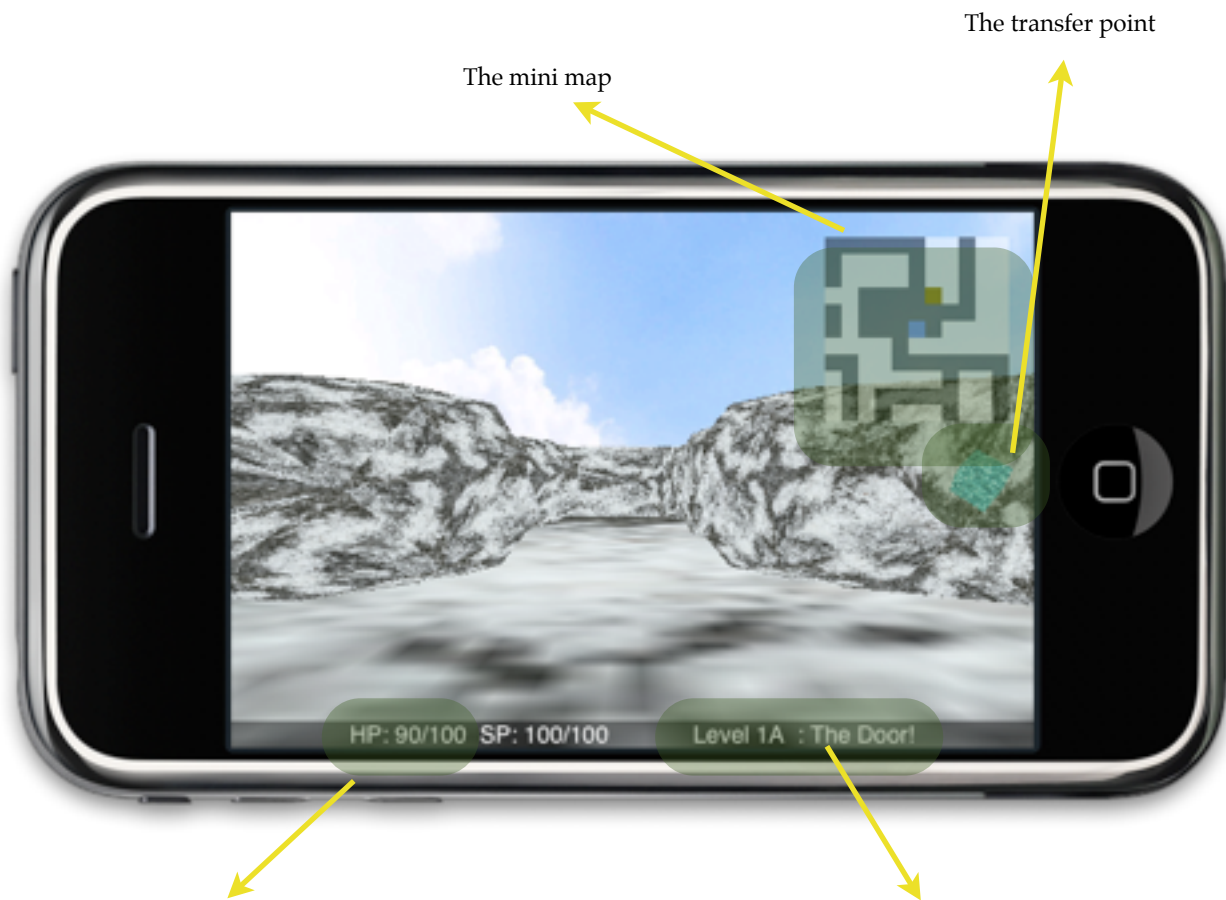


Rotation of turn right.

Rotation for turn left.

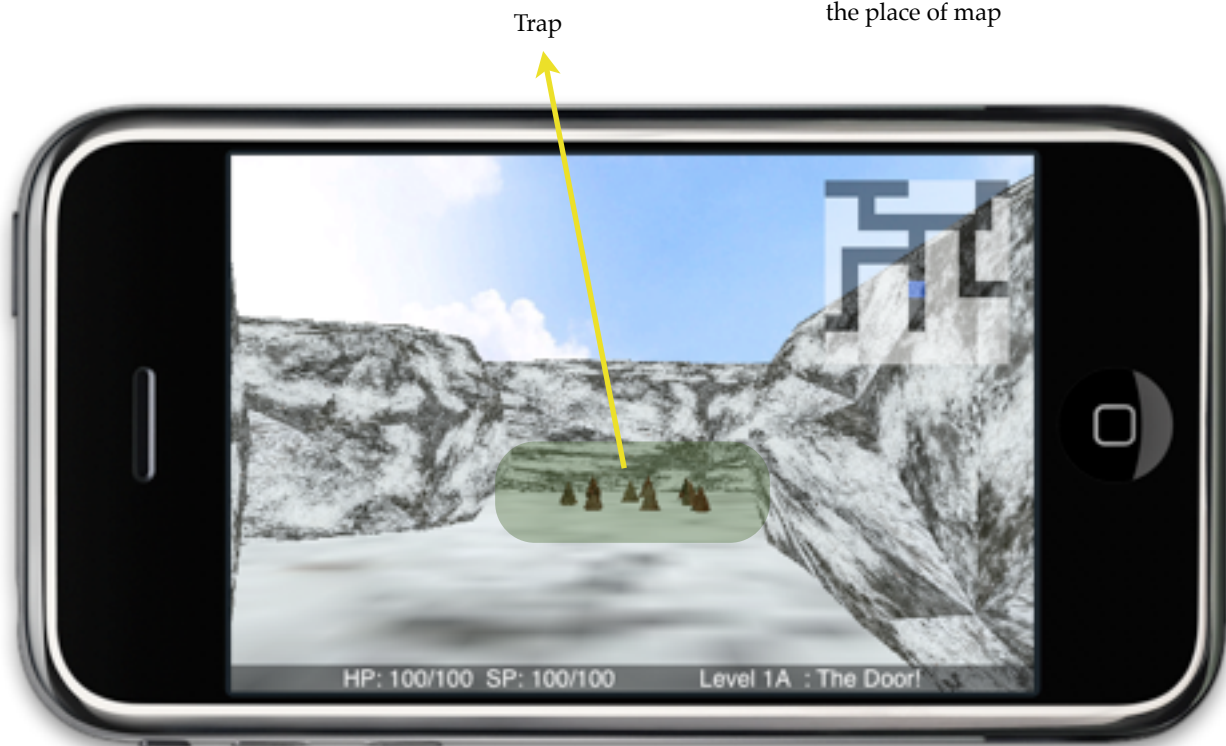


## Screen Explain



Current Health Point(HP)

Current Level of map and  
the place of map



Trap

# Mini Map

## Indicator

The mini map lying on the top right hand side is to indicate the path of the maze. The dark color indicate the path that can be go through, sometimes it is in area. The light(or color-



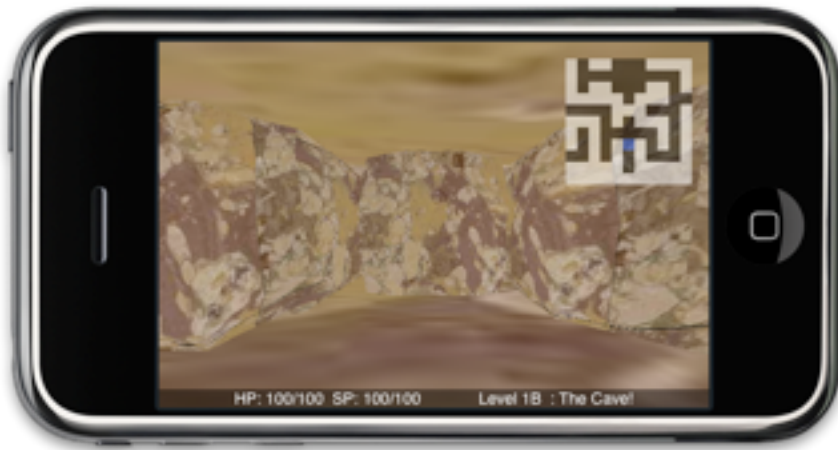
less) color indicate the road is not allowed to go through. That means the path of the maze can be obtained by keep checking this mini map.

The Blue indicator shows the player current position. The green color that shows on the map indicate the transfer point.

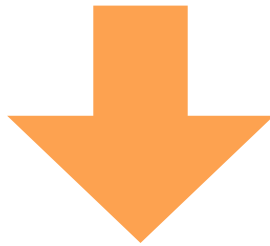
Player should keep finding the dark path for moving through the maze. And player may go to next level by reaching the position of the transfer point(green point on the mini map).

## Event

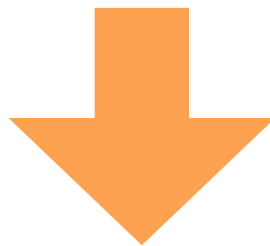
In the maze, you may find some strange on walls or floor. If you do so, you may get near that wall or floor to investigate it. An event may triggered if you right.



The front wall has some strange, go and check it.

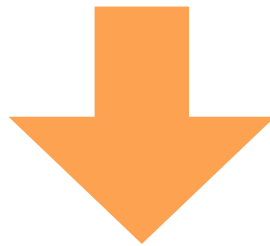


If you correct, you can then check the wall to see what is the mission.

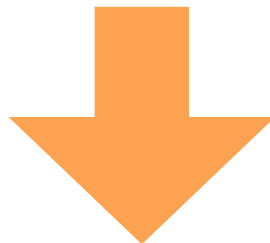




You may need to finish the mission after checking the wall, and finish it may get some benefit.



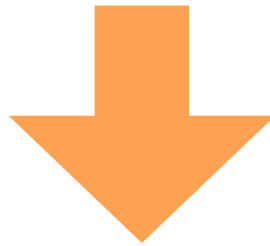
Try again if you fail or see whether you get if you finish the mission.







The strange wall is then moving to right.



After the wall move away, the path is now walkable.