

PET MAZE

MANUAL



THE ZOOKEEPERS

CARLOS TEJERA

PASCAL KUNZ

ALEXANDER OXLEY

CONTENT

1. BASICS

2. HOW TO READ

THE GAME SCREEN

3. CONTROLS / TURN

BASICS



DESCRIPTION

Pet Maze is a turn-based virtual board game. You start in a corner, and you have to find your pets in the maze. Activate the tiles to shift them and find all your pets to score points. Score the most points to win.

To play, start a server and at least 4 clients.

SERVER

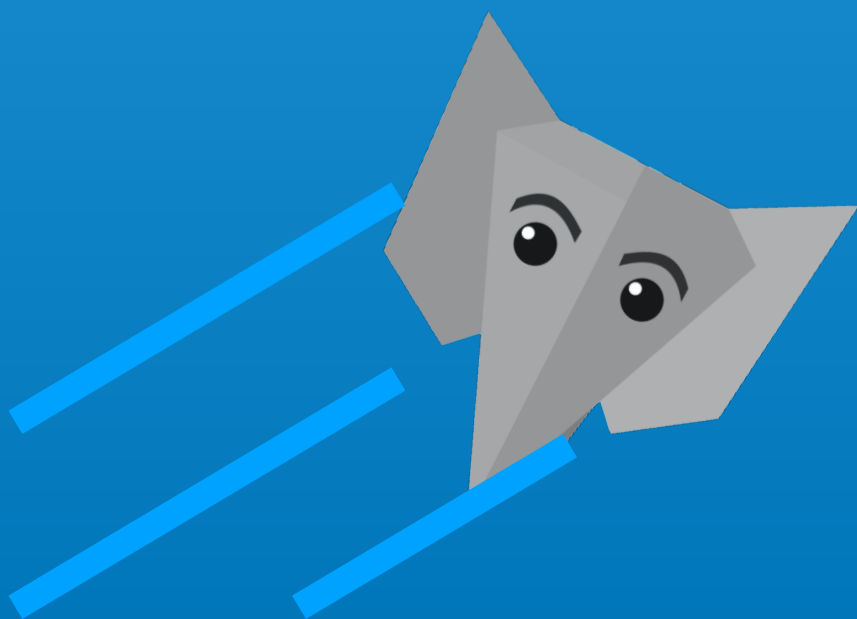
Enter in a terminal:

```
java -jar Petmaze-milestone5.jar server [port]
```

CLIENTS

Enter in a terminal:

```
java -jar Petmaze-milestone5.jar client [ip] [port]
```



Create a game from the default lobby, or create and join a new one. Press **READY** on all clients to start.

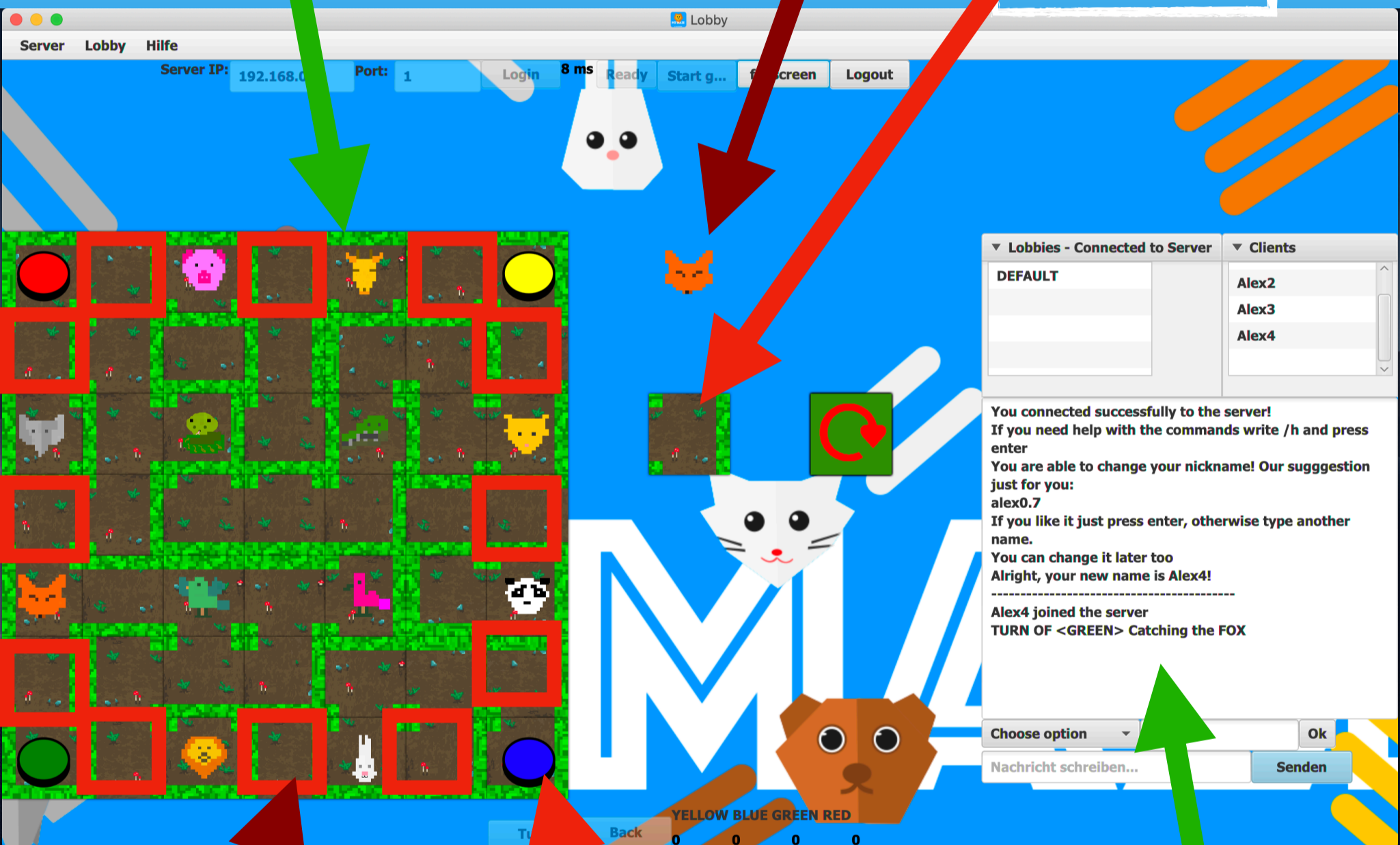
HOW TO READ THE GAME

SCREEN

The board consists of 49 tiles. You can only pass through brown paths, green borders are impassable.

The animal that needs to be caught

The tile just outside the board is the spare tile that gets inserted with a shift operation.



All tiles shown here with a red border are triggerable for a row/column shift.

Just click on them.

The score

Your player character is one of these tokens.

The Game Output and Chat. Wait until it says "YOUR TURN".

CONTROLS / TURN



Play the game in a 3 step process:

0. Wait for your turn, see which animal you have to catch

1. SHIFT a TILE to stop an opponent or help yourself, by CLICKING on a SIDE TILE

2. Move your character towards the animal by DRAG AND DROP

3. END your turn by clicking on TURN.





**THANK YOU FOR
READING AND HAVE
FUN PLAYING!**