“A 3D – Massively Multiplayer Online Game”

The Ma3e-3D

User’s Manual

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1. INTRODUCTION

1.1. Maze-3D

Maze-3D is a massively multiplayer online game (MMOG) with 3D graphics. It offers a fascinating massively multiplayer atmosphere to the players. This user manual briefly introduces the game to the players.

1.2. A glance at the Story

In the game Maze3D every player has a character which are very similar to the other characters in the game. The characters are trapped in the rooms of a cube which is full of puzzles and traps. The characters in the game are trying to get out of the cube by solving the puzzles and also trying to survive by not getting caught by the traps. Every player in the game starts the game in a room. The rooms contain some objects. Some of these objects have some functionalities that player can use. Also there are AI players in the game. The players in the game work cooperatively with other players to solve a puzzle and get out of the room.

1.3. System Requirements

For the installation of the game Maze3D the minimum and recommended system requirements are as follows.

Minimum Requirements:
- Windows XP Operating System
- Intel Pentium4 1.8 GHz Processor or equivalent
- 128 MB RAM
- 128 MB 3D-Graphics Card
- 150 MB free disc space
- Keyboard
- Mouse

Recommended Requirements:
1.4. Installation and Running the Game

You can find the detailed installation procedures in our Installation Manual.

2. GAME MENUS

There are 3 types of menu in the game: Main Menu, Game Menu and Object Menu. You can find the detailed description of the menus below.

2.1. Main Menu

It is the menu that come when you first enter the game or when you pause the game. In the Main Menu you can select 4 options:

- “Play Game” : Starts the game for the player.
- “Hall of Fame” : It was supposed to show the list of the best players in the game but the implementation of this part is not finished.
- “Help” : It was supposed to show help document of the game but the implementation of this part is not finished.
- “Quit Game” : Exits the game.

2.2. Game Menu

This is the in game menu of the game that appears below the screen. It has 2 options:

- “Menu” : Pause the game and gets the Main Menu.
• “Inventory” : It was supposed to show the inventory of the player in the game but the implementation of this part is not finished.

2.3. Object Menu

This is the menu which appears when you select a selectable object in the game. It contains the actions of that particular object. For example you can find the object menu of a ‘switch’ in the game:

• “Open” : Turns on the lights in the room.
• “Close” : Turns off the lights in the room.

3. CONTROLS

3.1. Mouse

Mouse is used for directing the character in the game in 3D environment. You can also direct the camera via mouse. Left mouse button is used for selecting a selectable object and performing its actions.

3.2. Keyboard

Keyboard controls are as follows:

• ‘UP’ : Forward move.
• ‘DOWN’ : Backwards move.
• ‘M’ : Gets the Main Menu.
• ‘TAB’ : Gets in/to out of the Chat Mode
• ‘SHIFT’ : Jump.
• ‘Q’ : Gets in/to out of the Ghost Mode
• ‘ESC’ : Exit game.
4. PLAYING THE GAME

4.1. General

After starting a new game, you will have the whole control of you character. You can interact with the environment, objects and other characters. You can wander within the environment, while opening doors. Also, you can talk with the other characters. You may have to solve some puzzles in order to get out of a room. But beware the traps, you may die by touching a laser for example.

4.2. Camera

In Maze3D, your view of the 3D environment is provided from a 1st Person Camera. The camera avoids from the walls whenever required.