

# Maze Runner

## Description

A C# console-based game where the player has to collect all coins to win while avoiding or stunning the enemies.

I used **Visual Studio 2022** for this project.

## Code Snippets

### Main Menu of the Game

```
Console.WriteLine("=====MAZE RUNNER GAME=====");
Console.WriteLine("=====MAZE RUNNER GAME=====");
Console.WriteLine("=====MAZE RUNNER GAME=====");
Console.WriteLine();

Console.WriteLine("INSTRUCTIONS:");
Console.WriteLine("_____");
Console.WriteLine("W/A/S/D      - Move Player (@)");
Console.WriteLine("ARROW KEYS    - Shoot Bullets (*)");
Console.WriteLine("ESC           - Quit Game");
Console.WriteLine();

Console.WriteLine("OBJECTIVE:");
Console.WriteLine("_____");
Console.WriteLine("- Collect all coins ($) to win!");
Console.WriteLine("- Avoid or stun enemies (E)");
Console.WriteLine("- You have 3 lives");
Console.WriteLine("- Shooting an enemy stuns it temporarily");
Console.WriteLine();

Console.WriteLine("Press any key to start...");
Console.ReadKey(true);
```

### Validating Character Movement

```
static void handleinput(ConsoleKeyInfo key)
{
    // store current position to check if movement is valid
    Int32 newx = player_x;
    Int32 newy = player_y;

    // === 1. MOVEMENT CONTROLS ===
    // WASD keys to move the player
    if (key.Key == ConsoleKey.W)
```

```
{  
    newy--;  
}  
else if (key.Key == ConsoleKey.S)  
{  
    newy++;  
}  
else if (key.Key == ConsoleKey.A)  
{  
    newx--;  
}  
else if (key.Key == ConsoleKey.D)  
{  
    newx++;  
}  
else if (key.Key == ConsoleKey.Escape)  
{  
    gamerunning = false; // quit game  
    return;  
}  
  
// === 2. SHOOTING CONTROLS ===  
// arrow keys shoot bullets in four directions  
if (key.Key == ConsoleKey.UpArrow)  
{  
    addbullet(player_x, player_y - 1, 0, -1); // shoot up  
}  
else if (key.Key == ConsoleKey.DownArrow)  
{  
    addbullet(player_x, player_y + 1, 0, 1); // shoot down  
}  
else if (key.Key == ConsoleKey.LeftArrow)  
{  
    addbullet(player_x - 1, player_y, -1, 0); // shoot left  
}  
else if (key.Key == ConsoleKey.RightArrow)  
{  
    addbullet(player_x + 1, player_y, 1, 0); // shoot right  
}  
  
// === 3. VALIDATE MOVEMENT ===  
// only move player if position changed and destination is not a wall  
if (newx != player_x || newy != player_y)  
{  
    // check if new position is not a wall  
    if (maze[newy, newx] != wall)  
    {  
        // check if player is collecting a coin  
        if (maze[newy, newx] == coin)  
        {  
            score += 10;  
            totalcoins--;  
            maze[newy, newx] = empty; // remove coin from maze  
        }  
    }  
}
```

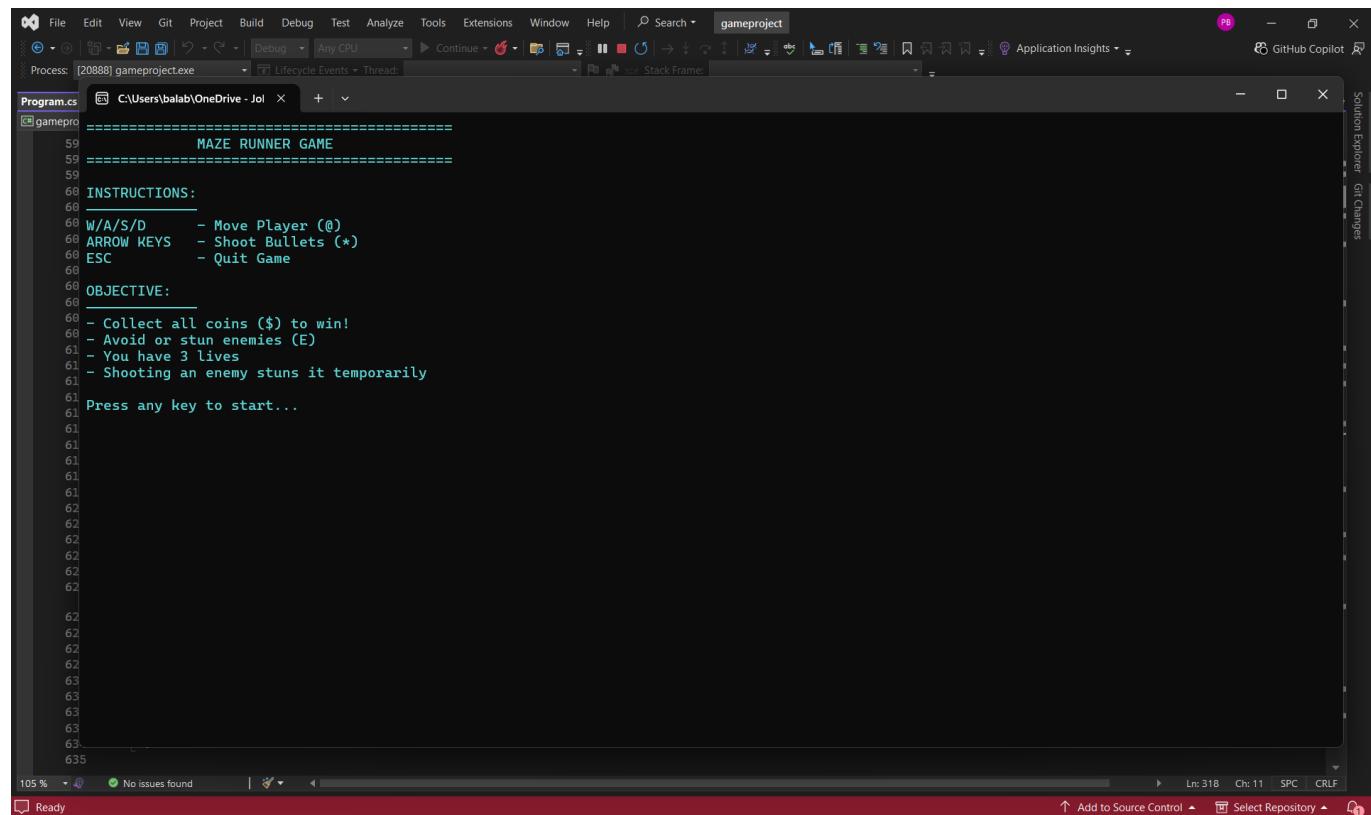
```
// move player to new position
player_x = newx;
player_y = newy;
}

}

}
```

## Screenshots

### Output of the Main Menu



A screenshot of the Visual Studio IDE showing the output of the game's main menu. The window title is "gameproject". The code editor displays "Program.cs" with the following content:

```
=====
MAZE RUNNER GAME
=====
INSTRUCTIONS:
W/A/S/D      - Move Player (@)
ARROW KEYS    - Shoot Bullets (*)
ESC           - Quit Game
OBJECTIVE:
- Collect all coins ($) to win!
- Avoid or stun enemies (E)
- You have 3 lives
- Shooting an enemy stuns it temporarily
Press any key to start...

```

The status bar at the bottom shows "Ready" and other build-related information.

### Output of the Game

# What I Learned

What I learned about this project is how to take user inputation to the next level by reading the applied keys specific to the character movement or actions and updating them in the program. I also learned more about methods and how they organize the code in an efficient way as well as returning values depending on the method type.

UrbanScope Media

## Description

A newspaper article developed using HTML and CSS showcasing different styling elements.

I used Visual Studio Code and Google Fonts

# Code Snippets

## Advertisement Section Using HTML

```
<aside>
  <div id = pepsi-ad>
    <!-- Still another image-->
    
    <p>
      The wait is over: the next era of cola has arrived. Following a sold-out Black Friday online debut last fall, PEPSI® - the first legacy cola to introduce prebiotic fiber - officially launches Pepsi Prebiotic Cola nationwide.
      Pepsi Prebiotic Cola delivers the “Unbelievably Pepsi” taste people
```

love, now with functional ingredients that reflect today's modern beverage preferences. Available in Original Cola and Cherry Vanilla, Pepsi Prebiotic Cola contains no artificial sweeteners, just 30 calories, only 5g of sugar, and 3g of prebiotic fiber – all without compromising the iconic Pepsi taste that consumers love.

```
</p>
<p>
```

Consumers can now find Pepsi Prebiotic Cola in 12 oz. single cans and 8-packs in the carbonated soft drink aisle at retailers nationwide and online.

Created for cola lovers and newcomers alike, Pepsi Prebiotic Cola brings a fresh take to the category – backed by decades of taste legacy.

Follow Pepsi on Instagram, Facebook, X, TikTok and YouTube (@Pepsi) for the latest on Pepsi Prebiotic Cola and brand news.

```
</p>
</div>
<div id = burgerking-ad>
    <!-- Yet another image -->
    
<p>
```

Gym-goers all over the world push their limits, sweating it out for hours in pursuit of their fitness goals. Yet, once training is over, many face their toughest challenge outside the gym walls. Fast food joints, conveniently and dangerously located nearby, trigger a moment of vulnerability, when hunger is at its peak and willpower at its lowest.

To solve this, we designed the first menu created for that very specific moment. A meal packed with nutrition, but without sacrificing taste. Flavor-rich, satisfying, engineered to fuel recovery, and launched only where it's needed the most.

```
</p>
</div>
</aside>
```

## Styling Elements Using CSS

```
/* BODY */
body {
    background-image: radial-gradient(circle, #ebe8bd, #fde3c8, #ffe2da, #f7e5e7,
#ece9eb);
    font-family: publicsans;
}

/* SEPARATING IN COLUMNS */
aside {
    width: 50%;
    padding-left: 15px;
    margin-left: 15px;
    float: right;
}

/* EMAIL */
.contact {
```

```
color: plum;
text-decoration: none;
display: inline-block;
}

.contact:active {
  animation: escape 1s forwards ease-in;
}

.contact :visited {
  color: purple
}

@keyframes escape {
  0% {
    transform: rotate(0deg) scale(1);
  }
  30% {
    transform: rotate(360deg) scale(1.5);
  }
  60% {
    transform: rotate(1080deg) scale(2);
  }
  100% {
    transform: rotate(2160deg) translateX(200vw) scale(0.5);
  }
}
```

## Screenshots

### Output of the Article

## UrbanScope Media

### Global Pop Takes Over the Charts: International Artists Dominate the 2020s

Streaming platforms and social media propel international artists onto global charts, reshaping the sound of pop in the 2020s.

by Perry Balaba

Last Updated Date: February 11th, 2026

In the 2020s, popular music has shredded traditional borders, becoming a truly global cultural force. The era of locally confined hits is giving way to a run of international superstars whose music reverberates across continents, languages, and platforms.

Streaming and social media are major drivers of this transformation. Platforms like Spotify, Apple Music, YouTube, and TikTok now expose listeners to songs from all corners of the world, often turning regional tracks into global phenomena through viral dances and playlist inclusion. This has made global music landscape one of the most interconnected in history, with dancing, remixes, and collaborations helping to blur cultural lines in sound and style.

A prime example of this trend is the massive influence of Latin music. This year's Super Bowl halftime show by Puerto Rican Bad Bunny sparked an unprecedented surge in global streams with Apple Music reporting the artist's tracks appearing in the top 10 in over 120 countries and reaching No. 1 in dozens. His set became the most-played halftime playlist on the platform, signaling both deep fan engagement and broad international reach.

Meanwhile new pop acts are emerging with international identities. The global girl group Katseye, formed through a reality TV competition and influenced by the K-Pop idol system, debuted to major chart success and now headlines major festivals worldwide, a symbol of pop music's evolving geography.

Other cultural products tied to music are also finding global audiences. The animated Netflix film KPop Demon Hunters, with its soundtrack rooted in Korean pop, became the most-watched animated movie ever on the platform and defined by diversity, connectivity, and cultural exchange.

[Email the Author](#)



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Gym-goers all over the world push their limits, sweating it out for hours in pursuit of their fitness goals. Yet, once training is over, many face their toughest challenge outside the gym walls. Fast food joints, conveniently and dangerously located nearby, trigger a moment of vulnerability, when hunger is at its peak and willpower at its lowest. To solve this, we designed the first menu created for that very specific moment. A meal packed with nutrition, but without sacrificing taste. Flavor-rich, satisfying, engineered to fuel recovery, and launched only where it's needed the most.

## What I Learned

What I learned from this project is how intricate and detailed a website can be when it comes to developing it like how a website would mostly need 3 languages to make one: HTML, CSS, and JavaScript. I've learned how to make columns as well as basic element tags such as `<h1>`, `<div>`, etc.