

1. Introduction

1.1 Purpose of the system

The aim of the project is to create a computer game which consists of a player getting through a labyrinth.

1.2 Scope of the system

The application doesn't have a computer player. It's a single player game, the player has to play alone.

Can't save something, except the level the player has finished.

1.3 Objectives and success criteria of the project

It should be possible to play three maps with increasing difficulty.

1.4 Definitions, acronyms, and abbreviations

1.5 References

1.6 Overview

2. Current system