

**VR – ENAR5371- Jihad Kmil**

Project proposal – Algorithmic maze

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**General idea**: the maze will be of medium difficulty and then the user will try to solve the riddles in his way in order to reach the destination.

**Target audience**: all people can play it.

**The purpose**: a fun game with some of suspense and competitive spirit for gamers to experience. The questions generally are like riddles in different types.

**How it works?**

The user will firstly enter the maze, the user will face many ways, each way will end with a problem (riddle), and the user should solve the riddle, and then decide if he/she should continue this way or choose another way. If the user continues in wrong ways, it may guide him//her to dead ends. If the user manages to solve and choose the correct paths of the maze, he/she will be able to reach the destination, which the output of the game will be considered a success and move to the next level. The riddles will be a description of object that will be placed in one of the ways. The project will have 5 riddles.

**Future view**: the project can be adapted to be more competitive between players, that will be depending on who finds the destination faster and who solved the code problems better. In addition to Dijkstra algorithm, it will be a very good learning experience to develop more algorithmic mazes and levels.