A screenshot of a game

Description automatically generatedREPORT

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EXPLANATION:

The green square represents the entrance

The red square represents the exit

My rewards are: **The red heart**. (this represents the health, I got inspiration from my favorite game Legend of Zelda as the protagonist’s health is always represented by hearts) **The yellow circle.**(represents a coin. You will be able to collect money and other valuables in this board game) **The purple diamond.** (Represents a rupee. It is like a coin except with 2x higher value, Also got inspiration from Legend of Zelda as rupees are the form of currency in the game)

My obstacles are: **The blue circle.**(It represents a monster called blue chuchu. It is a monster from Legend of Zelda breath of the wild) **The walls. diamond.** (poison)

What did I consider?

I really wanted this gameboard to be eye appealing so I was trying to use a lot of my favorite colors and inspiration from the things I love such as my favorite video game.

Issues I faced?

I actually had to start over from scratch because things were just not working out the way I wanted them to and it was extremely frustrating for me. It was really difficult for me to implement the random generation of the walls. I really struggled with that and became burned out. But I did not give up, I turned to Youtube to help me become more comfortable with GUI applications and asked for help even when my pride didn’t want me to.