

# Maze Game Documentation 3/11/2024

## Scenarios:

- Traps(falling ceiling,rolling balls)
  - Falling trap ceiling will be solved by answering riddles before timer runs out.
  - Rolling ball trap will be solved by finding an escape before the ball crushes the player.
- Mob encounters (Minotuar, maze thief)
  - Minotaur will carry a key that gives access to the exit
  - Maze thief will be actively moving through the maze, mass moving will be an effective method of deterring the maze thief
  - Maze thief is distracted by dropping items

## Block Types:

- Standard wall
- Breakable Wall
- Key Wall
- Exit Wall

## Items:

- Flashlight (For seeing forward)
- Bombs/pickaxe (for breakable walls and defeating mobs)
- Potion of Vigor
- Can drop Items
- Key

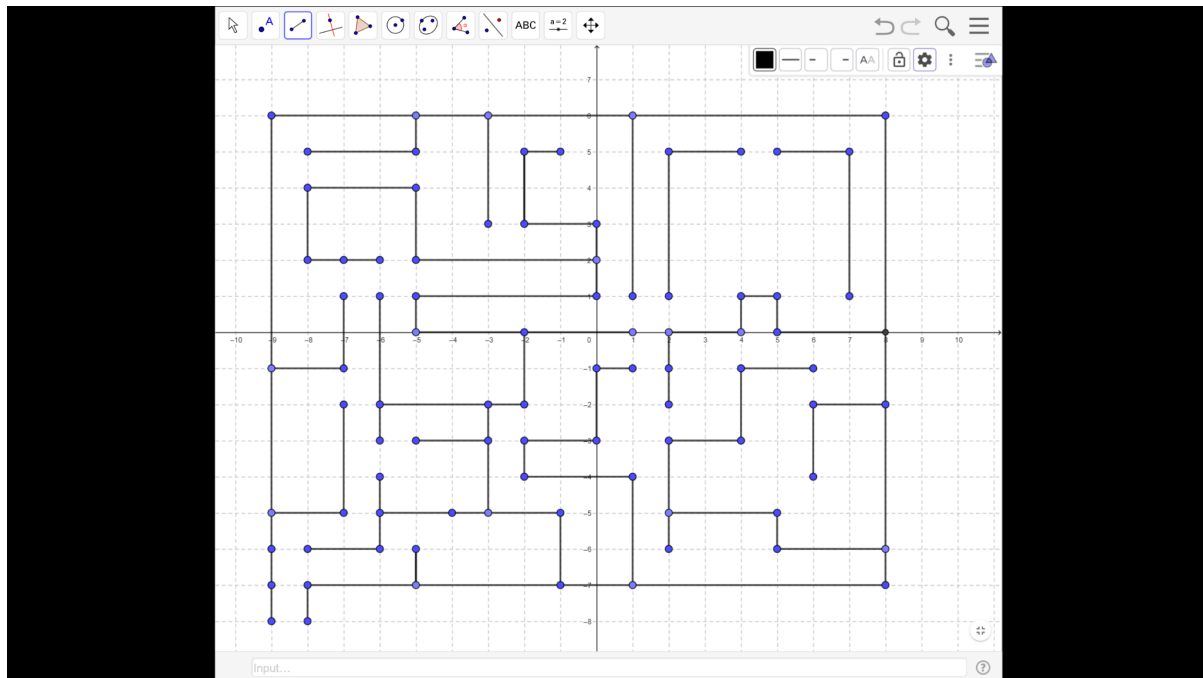
## Health and Stamina:

- Health can be restored with Potions of Vigor
- Stamina used for mass movement
  - +1 Stamina per non-stamina consuming option

## Damage (Assuming 100HP):

- Rolling ball is insta-kill
- Minotaur deals 80%
- Running into walls deals 5%
- Exhaustion from stamina full depletion is 2% (if newStamina <= 0)
- Mass movement deals x times for how ever many spaces you didn't have
  - Example: take 10% for mass moving 5 spaces when you only have 3 available

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Expected dates of completion	Elements	Details
WEEK 1 3/18 - 3/25	Core layout of the Maze	Navigable maze (Unable to walk through walls, move using options, entry/exit point)
WEEK 2 3/25 - 4/1	Basic Programming of Methods	(Item Menu, Health and Stamina)
WEEK 3 4/1 - 4/8	Complex Method programming	(Mobs, traps, damage, mass movement (maybe) )
WEEK 4 4/8 - 4/21	Integration, polishing, and playtesting.	The program will be close to completion and the rest of our allotted time is dedicated to debugging and playtesting.

Mass moving:

awwdds (Not random gibberish)

Left-Up-Up-Right-Right-Down

Need a way to:

- Detect if an invalid character is in the string (Any that's not AWS D)
- Convert the string to an array of chars and process each one individually
- Detect if the movement would cause a collision and deal damage appropriately

$(\text{amount})^2 = \text{Stamina depletion}$

Example (Using above):  $6^2 = -36$  stamina

**3/29/24**

Roxie: Item Menu

Daylan: Health and Stamina

Alexandro: Death and Death Messages

Angelina: Exit Point