Golden Gate Team

A simple Maze game

* **What have we created?**
  + A **console-based** maze game.
  + You only see **one part of the maze** on the console, the other parts are revealed as you travel to them.
  + You can move by typing **“W”, “A”, “S” and “D”** and pressing Enter (you can issue multiple and mixed movement commands in one go).
  + You can **collect “$” symbols** to increase your score.
  + Each completion of the maze is timed.
* **Golden Gate Team** **members**:
  + Anton Aleksandrov
  + Veronika Chalakova
  + Desislava Petkova
  + Nikolay Borimechkov
  + Hristo Antov
  + Tsvetelin Petsev
* Contributions of each member:
  + **Anton Aleksandrov** - Created (the overall structure of) the game, very active throughout the project. // add more details
  + **Veronika Chalakova** –Created Readerr.class ,the logo of the game, created the timer and the part of the design level.
  + **Desislava Petkova** - Created part of the design level maze, added

functionality to the menu class.

* + **Nikolay Borimechkov** - Small touches here and there.
  + **Hristo Antov** - //  *can’t really say, each member should fill out*
  + **Tsvetelin Petsev** - //  *can’t really say, each member should fill out*