Maze -

Ideas

* Random or triggered events
  + Questions to answer
  + Hints
  + Traps
* Answer questions to progress through the maze
  + Gain pts / hints / health / ability to progress with correct answer
  + Lose pts / get set back with incorrect answer

Possible data structures

* Stack
* Linked list
* ArrayList or array list of lists (2d array to create ‘spaces’)
* Graph
  + to make walls/spaces in the maze (NSEW)
  + may use stack or recursion to generate or move player through the maze

Start thinking about

* How the game works (how to win)
* Player details (name, health, position in maze(?), score….
* If the player can lose or how it can end
* How to store player info (in a list etc)
* How to store question info (in a stack etc)
* What methods to use
  + isValid()
  + IsSolved()
  + Move etc…

Websites

* <http://www.geeksforgeeks.org/graph-data-structure-and-algorithms/>
* <https://stackoverflow.com/questions/18242689/prims-algorithm-for-generating-a-maze-getting-the-neighbour-cell>
* <https://en.wikipedia.org/wiki/Maze_generation_algorithm>
* <https://www.careercup.com/question?id=4681357536002048>
* <https://softwareengineering.stackexchange.com/questions/284113/i-need-a-data-structure-for-a-card-game>