Game Title

Study Buddy Maze

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Description

The game will present a maze that the player must navigate from start to finish in order to win. Certain spaces in the maze will trigger a choice-based trivia question that must be answered before the player can proceed. Incorrect answers will push the player back so they will have to try again. The game will track the number of correct and incorrect answers received and output their score at the end. It will also track the number of moves used by the player compared to that of the most efficient solution to the maze and output this result as well.

Who are the users and how will they interact with the game

We will have a single user in the game. He will start from the starting point and he has to reach to the end point. The player can enter his/her name when he start playing. Movement is controlled using arrow keys to represent North, South, East, and West. Also, he can check his score.

Data Structures Utilized

Graphs:

Will be used to generate the maze itself.

Stacks

Possibly used to keep track of where the user is and where they move.

Linked List*(or Array List)*:

Used to keep track of the user’s response to questions. If using arraylist it will keep track of the correct responses.