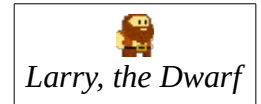# IN721 Project Proposal: Labyrinth

Labyrinth is a 2D, pixelated rendition of the wooden labyrinth toy popular among no children. Guiding Barry the Dwarf around a derelict labyrinth, sorely in need of pot hole repairs, is a single player, exercise in frustration, made for your android device. Move Garry with the power of gravity; get him to the exit, but watch out for pot holes.

Larry, the Dwarf

Wooden Labyrinth toy; fun for no-one.

Mobile use cases:

- It's a game, games are fun, people with android devices probably like to have fun.

- Labyrinth uses an accelerometer to steer Parry: laptop and desktop computers don't usually come equipped with either of these sensors

Functional requirements:

- Be fun, or frustrating, or challenging; pick two

- Have a labyrinth

- Protagonist is a dwarf named Harry who:

  ◦ moves about the place when the device is tiled on its z- and x-axis,

  ◦ animates,

  ◦ collides with walls,

  ◦ falls in holes.

- Most users should be able to learn how to control Farry before giving up in frustration.