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Project 1

Project 1 – Progress Update

In our project we are going to break it down into 3 phases. Our first phase is going to be displaying the displayMaze and displayPath. Our second part (which the hardest part) will be showing the user on the map, and being able to move down the blank path, and once the player hits the wall the player will not be able to move.

The takeStep

The displayMaze method is going to switch out the 0’s with hashtags using a nested for-loop, and change the 1’s are going to be spaces.

The displayPath method we are going to clone the displayMaze function and show the solution in this method, but keep it hidden in the displayMaze function.