Proposal.pdf

Team name: 1337 Boys

Project name: Hackers Labyrinth

Idea:

Our project will be a labyrinth type puzzle game where the player progresses through a series of computer science related challenges. The player will have 3 attempts to complete each challenge, if successful the player will be rewarded with a clue that will help them escape. At the end of each challenge the player will have a choice on what room they would like to go to next (left or right door) which will affect the forthcoming challenges. On the final level of the game, the player will use the clues they have collected to complete the final challenge and escape the Hackers Labyrinth.

The story behind our game goes as follows:

The player wakes up in a dark room. They look around and only see a terminal window open in the corner displaying the message “Welcome to my game, complete my challenges and escape with your life, or face your doom!”. Challenge 1 begins.

Description of target audience and motivation for product use:

The target audience for Hackers Labyrinth is mostly Computer Science students or people interested in puzzles and cryptography.
It will offer a fun interactive way to learn or revise computer science related problems.

Description of key features of the product:

The product will be accessed through the terminal. It will include a timer, an accessible menu, ASCII art as reward for successful problem solving, an interactive story, and a randomizer for the level generation.

Ideas on scaling the project:

The project is easily scalable, since once the framework for the game is made we can simply add more levels depending on our timeframe. If we are running out of time we change the number of levels to reflect what we have done.

Anticipated problems:

We all have busy school schedules therefore finding time could be an issue. We don't all have the same academic result standards (ambition for high grades) and finding a compromise for the amount of time and effort put into the project is a must.

Concept art: