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**Shop Quest**

Maze solving game against AI

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# Game presentation

You wake up in a big shop … which looks like really weird. After a few seconds, you understand that it’s a maze, a real one! Your goal? Find the wonderful banana before the AI. Who’s gonna be the faster one?

For each game, a new maze is generated by our program, allowing you to discover a whole new maze whenever you want. Using directional keys, your job is to go through the maze and find the holy banana. But you’re not alone! Another player, controlled by our \*very\* smart AI, will try to reach it before you, and it’s maze solving ability is pretty efficient.

# Maze generator

First thing first, the maze generator. To be able to provide a randomly generated maze for each game, we decided to implement a depth-first recursive backtracker algorithm. TODO BUT I’M TIRED FOR NOW

# Artificial Intelligence for maze solving

# User interface using Pygame libraries

# Improvement possibilities