2021

TEAM ANTI-XENON

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# **2. Sumary**

## 2.1. Goals of the project.

Our goal, as set in the regulation of the project activity, was to make a maze game.We had ideas, we gathered each time, we gave each other who, what to do, and so almost seamlessly created the game in its current form.

## 2.2. Stages of realization.

In general, we tried not to do things chaotically, and everyone knows what to do, and if someone needs help, the other helps, and so in the end we managed, dare I say, to realize the project, after a lot of discussions, code changes, etc.

## 2.4. Difficulty level and obstacles.

We dare say that the project went almost seamlessly, saying "almost", I mean that the problems we had were not an obstacle to the realization of the code, but were inferior problems that immediately after their discovery we solved them.At first we were a little less active, but at one point we told ourselves that we have to start doing it, and after a period of time, the code has been implemented.

# **3. Technologies we used**

## 3.1. Discord- for communication

## 3.2. GitHub- for organization of the project

## 

## 3.3. Visual Studio- for code writing



## 3.4. Word- for documentation.



# **4. Description of the functions we used**

|  |  |
| --- | --- |
| **Functions** | **Their purpose** |
| void color(int color) | *We used it to change the color of the CMD* |
| void gotoxy(int x, int y) | *Sets the coordinates ( start point ) of the player* |
| void menu(string& continu) | *Displays the menu* |
| void printMaze(CELL\*\* maze, int size, char free, char player) | *Generates the maze,by previously entered size* |
| void createWalls(CELL\*\* maze, int size, int\* cellCount) | *Generates the walls of the maze* |
| void toVisited(CELL\*\* maze, int\* cordY, int\* cordX, int dir, int\* unvisitedCells) | *Checks if the walls are unvisited and generates the path from the start point to the end point.* |
| void playerMovement(CELL\*\* maze) | *Checks if a player is trying to move towards a wall.* |
| bool freeCheck(int dir, int size, int cordY, int cordX) | *It does some check operations about the maze path, whether it is free to go or not .* |
| void winningText() | *It displays a winning text when the player wins the game.* |