

Lost in the Maze : A Pygame Adventure

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General Description:

I believe all of us have played maze games at some point in our lives. I personally have played them a lot, usually in *newspapers* and *magazines*. The objective of the game is to **navigate** through a **maze** from the **starting point** to the **end point**. The maze is a complex network of paths and walls, and the player must find the correct path to reach the end point while avoiding obstacles and traps. The game requires strategic thinking, problem-solving skills, and quick reflexes to complete each level successfully.

The aim of this project is to design and implement a variant of this **2D maze game** using **Pygame**, a popular Python library for game development. The game will consist of a **single player**-controlled character navigating through a maze with a **restrictive 2D top view** from the starting point to the end point while avoiding obstacles and traps. The project will involve creating various levels of increasing difficulty, implementing collision detection, designing intuitive user interfaces, and integrating sound effects and visual elements to enhance the gaming experience. There will also be marks for creativity and innovation in game design and implementation. Furthermore, the project will also require you to give a **LaTeX report** and **viva** on the project.

Key Objectives (Minimum Requirements for Basic Completion):

1. Designing an intuitive **user interface** for the game menu i.e opening screen, gameplay screen, and game over screen.
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2. **Game menu** should have options for starting a new game, selecting difficulty levels, and exiting the game.
 3. Generating **random mazes** for each level, you need to have **at least 3 levels** and ensure that each maze is **solvable** i.e there is a path from the starting point to the end point. Just to help you and TAs out with this solvability part, **generate a path** from the starting point to the end point and save it in a file '**path.txt**', use 'U' for up, 'D' for down, 'L' for left, 'R' for right. Note that by following this path, you should be able to reach the end point from the starting point. (Hint: Maybe you can generate a random path from start point to end point and later place walls, traps etc such that they do not affect the solution path)
 4. Players should **only** be able to **see some part** of the **maze** in their **vicinity**, the **rest** of the **maze** should be **hidden**. This can be thought of as having a camera that follows the player and shows only the part of the maze that is visible to the player. *For example*, you can show a 5x5 grid around the player and hide the rest of the maze.
 5. Note that your **maze size** should be **at least twice** the **size of the visible grid** in terms of rows and columns. *For example*, if you are showing a 5x5 grid around the player, then your maze should be atleast 10x10.
 6. Difficulty levels should affect the maze complexity, number of obstacles, less time to complete the maze, etc.
 7. Implementing **player controls** for navigating the maze using **keyboard inputs or mouse clicks**.
 8. Incorporating **collision detection** to prevent the player from passing through walls or obstacles.
 9. Introducing **features** such as **score**, **timer**, and **lives** to enhance gameplay dynamics. **You can define what the score means**. For example, it might be the difference between initial distance between start point and end point and corresponding distance at current point in time or if you are considering addition of collectables (see point 4 in additional requirements), then your score may be defined as the number of items collected

multiplied by their respective weights. **Timer** is a **reverse counter**, where the game ends if time left becomes 0.

10. Testing the game thoroughly to ensure smooth gameplay, bug fixing, and optimization for performance.

11. **Commenting the code** to explain the logic behind each function, class, module etc.

12. Providing a **LaTeX project report** detailing the development process like what all modules you have used, how you have implemented the game, what all features you have added, what are all the levels and how they are different from each other, how to play the game, etc. You may add images and/or videos of various stages of the game in the report.

Additional Objectives [EXAMPLES, you can come up with your own ideas as long as they are reasonable, innovative and creative]:

1. Maintaining a **high score leaderboard** to track players' performances across multiple game sessions. You may use a text file to store the high scores against the user name. Display the top 5 high scores or so on the game over screen. Give a menu option to view the high scores.

2. Integrating **sound effects for player actions, collisions, and level completion**. You may use the Pygame mixer module to play sound effects. You can also add **background music** to enhance the gaming experience. Give an option to mute the sound. Maybe you can also give an option to change the background music, this can be done by taking the path of the music file as input from the user as a **command line argument**.

3. Implementing visual enhancements such as **animations, particle effects, and background elements**. You can use Pygame's sprite module to create animated sprites for the player character and obstacles. You can also add visual effects like particle explosions when the player collides with an obstacle or reaches the end point. You can also **color** the maze walls and paths differently to make the maze more visually appealing. You

can as well color the timer and score according to their values, for example, if the timer is running out, you can color it red, if the score is increasing, you can color it green, etc.

4. Adding **extra features** like power-ups, collectibles, and special abilities to make the **gameplay more engaging**. You can introduce power-ups that grant temporary invincibility, speed boosts, or extra lives to the player. You can also add collectibles like coins, keys, or gems that provide bonus points or unlock secret areas or shortcuts in the maze. A key may be used to unlock a door that connects two parts of the maze which were previously disconnected i.e. there was no way to get from one part of the maze to the other. A gem may be used to temporarily reveal a larger portion of the maze.

Modules allowed:

You are **required** to **generate** the **maze on your own** using the **pygame** module. You **cannot use** any **external module** to generate a **solvable maze** for you.

Here's a **general list of allowed modules**: **pygame**, **sys**, **os**, **argparse**, **random**, **numpy**, and **math**.

*If you want to use or include any other useful module in the above list, then kindly talk to the **TA incharge** of this project.*

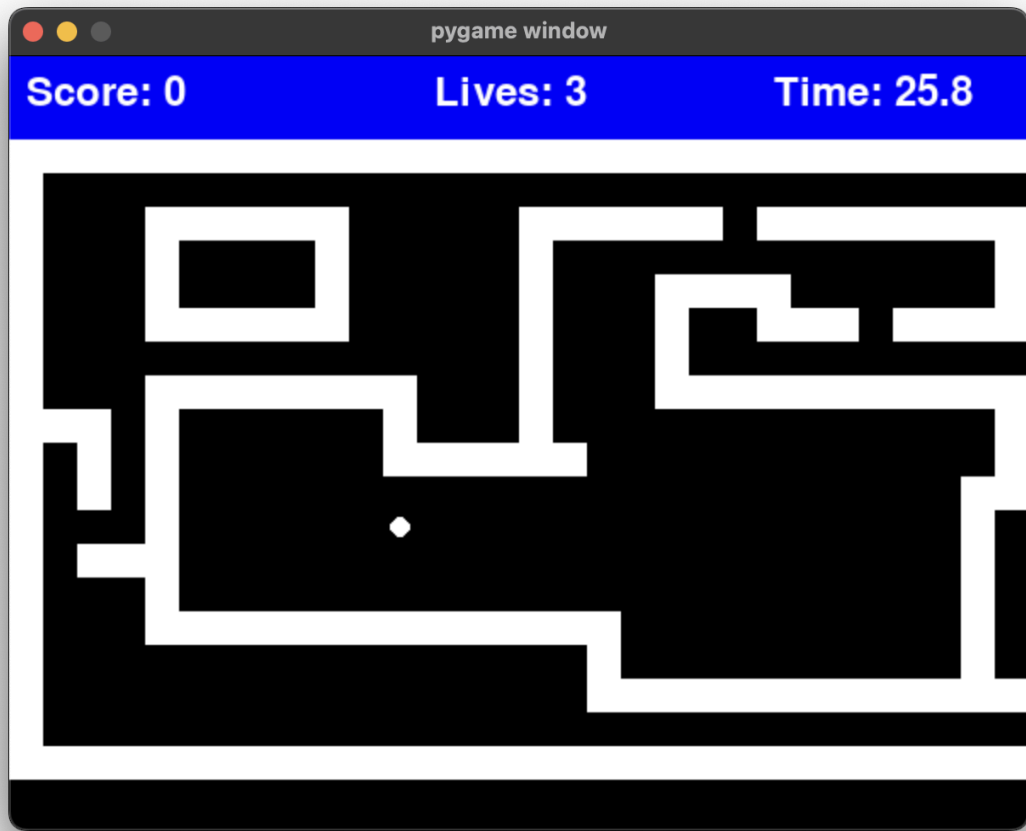
Some example images illustrating how various screens of the game appear after basic completion

These designs are rudimentary, feel at liberty to enhance the screen display as you see fit.

1. Opening screen



2. Gameplay screen



3. Game over screen



References:

1. [Pygame documentation](#)
2. [Project 1 - Alien Invasion](#)

Evaluation Criteria and Marks Distribution (Total 15 marks): (**Tentative**)

8 marks for the basic requirements

3 marks for the additional requirements i.e. your creativity and innovation in the game

2 marks for the viva

2 marks for the LaTeX report and comments in the code

Naming convention for the files:

1. 'game.py': Python code implementing the maze game using Pygame.
2. 'report.pdf': LaTeX project report detailing the points mentioned above.
3. Any other files that you may have used in the project like other python files, images, sounds, etc can be named as per your wish but give a brief description about them in the report.

Submission instructions: (Tentative)

1. Create a folder named 'submission'
2. Place all your files and folders inside it
3. Tar the 'submission' folder and name the tar file as 'submission.tar.gz'
4. Submit the 'submission.tar.gz' file
5. The submission platform is yet to be decided and will be announced later

IMPORTANT INSTRUCTIONS:

1. **PLAGIARISM/COPYING WILL LEAD TO SEVERE PENALTIES.**
2. Try to modularize your code as much as possible. You can create separate modules for generating mazes, player controls, collision detection, etc. This will make your code more readable, maintainable, and reusable.

Use **variable names** that are **descriptive** and **meaningful** to convey the purpose of the variable. This is good programming practice and will **help you in the long run**.

3. Please feel free to ask any doubts related to the project to **Guramrit Singh** (WhatsApp number : **+91 8837565814**)

BEST OF LUCK!