**Core Objectives:**

* An algorithm to generate the maze
* Maths questions that can be stored in an array
* Ability to move character around using keyboard
* Can select answers to maths questions
* Interactive GUI
* Scoring system
* File handling to store high scores
* Limited number of moves
* Moves given after answering question correct
* Set amount of lives
* Moving background

**Advanced Objectives:**

* Aesthetics of maze and player
* Background image
* Multiple levels increasing in difficulty
* Theme of levels
* Personalised settings
* Able to select difficulty of maths questions
* Different game modes

**Questions for Jacob:**

* What topics in A-level maths do you feel are the most important to appear in the game?
* Do you prefer a game because of its graphics or the concept behind it?
* How big should the mazes be for each level?
* Do you think Prim’s algorithm is a good algorithm to generate the paths of the maze?
* What would you prefer to happen when you get a question correct e.g receive limited amount of moves, add time on to time limit etc?
* What should happen when you get a question wrong e.g lose a life, go back moves etc?
* Should you be able to undo moves and if so, how many?
* What should be the overall theme of the game?