

LabyTrap

Context : LabyTrap is a game developed with language 'C' which consists of getting out of the labyrinth while avoiding traps.

Game Window : 800 × 800

Game Menu : Play - Quit

Level Design : Construction of one or more levels with different difficulties. There can be several decorations (classic, forest, snowy, ...). The characters can also be different depending on the level, the user could choose his character or program others by obtaining the source code of the game. The characters must be made in pixels (32 × 32). The thickness of the labyrinth wall should be between 5-10 pixels depending on the level.

Functionality : Time counter, Score counter, Life point, Magic power (teleportation, break wall, invincibility, ...), enemy, Survival mode can be activated in the menu. These are ideas for improving the game and making it more complete. Allow 100 × 100 pixels to display information.

