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# A S S I G N M E N T   2



**UWI**  
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CAMPUS

C O M P 3 6 0 9 :   G A M E   P R O G R A M M I N G

1 4 / 0 3 / 2 0 2 5

# Escape The Labyrinth

## Game Description and Scoring System

### Game Overview:

*Escape The Labyrinth* is a 2D puzzle game where players navigate through dungeon floors while managing a limited number of moves. The goal is to collect a key and reach the exit before running out of moves. Each level increases in complexity, requiring strategic movement, interaction with objects, and avoidance of obstacles.

### Core Gameplay Mechanics:







- The player moves on a grid, with each movement consuming one move.
- The objective is to collect the key and reach the magic circle to advance.
- If the player runs out of moves before reaching the goal, they die and must restart the level.
- Enemies can be killed to get past certain paths but it consumes one extra move, and certain obstacles must be avoided or used strategically.

### Scoring and Progression:

- The game does not use a traditional point system.
- Progression is based on clearing levels by meeting all the required conditions (collecting the key and reaching the magic circle).
- The UI displays the remaining moves, ensuring players keep track of their available actions.
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## Requirement Fulfillment and References

Requirement Completion Table

Requirement	Fulfilled?	Description
1. Graphics files & double buffering		All images use PNGs, JPGs, or GIFs with double buffering for smooth rendering.
2. Display scoring with graphics or Java 2D API		HUD displays move count and level info with custom font; control screen uses a graphic file.
3. Special effects (at least two, one with a purpose in gameplay)		Effects include teleporting, dashing (dust), attacking (hit effects), and collecting items.
4. Animations (at least two, one with a purpose in gameplay)		Includes character animations, enemy animations, key animations, and teleport effects.
5. At least five sound clips		Sound effects include background music, dashing, attacking, item collection, teleporting, and dying.
6. More advanced gameplay than Assignment 1		Significantly more complex with movement limitations, puzzles, combat, and level progression.

### Sources for Images and Sounds

- **Images:** All custom-created except for references to character sheets from *Brave Dungeon: The Meaning of Justice*.
- **Sound Clips:** Sourced from YouTube.

### Gameplay Demo

[Link to Video](#)