Amazing Maze

Team Name: The Maze Runners
Team Members:
Product Owner: Jeffrey Deng
Scrum Master: Kevin Andres,
Members: Xiaoli Tang, Samantha Soohoo

Amazing Maze - Description

A 2D top-down view circular maze-solving game, which allows 10 seconds for the player to solve the maze and memorize the route. After 10 seconds, the player's view zooms in to the most inner circle and zooms back out based on the location of where the player is currently located.

Amazing Maze - Sprints

Sprint 1:

User Story #1: As a player of the game, I want to finish the maze.

User Story #2: As a multi-tasking user, I want to be able to pause the game, start the game and end the game, so that I can multi-task.

User Story #3: As a confused player solving the maze on my phone, I need to have a restart button because I don't want to give up the level nor use hints.

User Story #4: As a game tester, I want to be able to press a "solve" button, so that I know that the maze is solvable.

User Story #5: In order to play and finish the game as a player, I want to have hints and tutorial of how to play the game.

Amazing Maze - Overall Structure

Main Menu
        --- Levels
            --- Maze
                --- Random maze generator
                --- Maze solver
            --- Player
                --- Player location tracker
                --- Player movement controller
            --- In game menu
                --- Continue Button
                --- Restart Button
                --- Choose level Button
                --- Exit to Main Menu Button

Amazing Maze - Overall Structure Cont.

Main Menu

       --- Tutorial

          --- Maze

             --- 1 Simple Maze

          --- Player

             --- Movement instructions

          --- Instructions

             --- Goal of the game, tips, and actual process of solving the maze in step by step

          --- In game Menu

             --- Continue

             --- Restart

             --- Exit the Tutorial

Amazing Maze - Challenges

Challenge 1: generating the maze
Challenge 2: check the location of the user
Challenge 3: memory usage, file size controller

Amazing Maze - Technologies

Deciding between platforms: web browser, Android, iOS

Game Engine (?): ImpactJS (HTML5 Canvas and JavaScript engine), GameMaker

Programming languages: Java, C, C++