

This is for my documentation. For the process used in my project I began with an idea of a game. That game is shown above. Turns out when I wanted to build the game I 180'd on the DOM vs PIXI and ended up using DOM not PIXI. The game overall stayed the same though. To begin I used the adventure game model that you gave us. I used this to get the size of my game and movement of the game. I then added movement to the monsters, switching levels, changed the sprites, textured the map differently, and added a way for you to die and win. I wanted to add the ability to pick up fellow prisoners along the way to save them but in the end I couldn't make that happen. The above and beyond portion of the assignment is the fact that you are timed to finish the maze. Along with this the levels get harder as you get closer to the end, with even a few rooms as diversions along the way.