2024 – Lab Exam 03
Report

Student ID	IT22166760
Batch	Y2.S2.WE.IT.01.01
Marks	
1. Code Quality and Organization (2 Points)	
2. Functionality (4 Points)	
3. Creativity and User Interface Design (2 Points)	
4. Performance and Stability (2 Point)	
Total: 10 Marks	
Evaluator	

Description:

"Diamond Miner" thrusts players into an underground realm fraught with peril and possibility. As miners, they vie for gems while evading crafty goblins determined to thwart their efforts. Strategic maneuvering is key as miners navigate labyrinthine passages, each step potentially leading to triumph or goblin ambush. With every move, the tension mounts, balancing the allure of treasure with the threat of danger. Will players risk shortcuts for quicker gains or opt for cautious progress to outsmart their foes? In this adrenaline-fueled race for riches, only the savviest miners will emerge victorious from the depths, gems in hand, triumphant over the goblin guardians.

Instructions:

- Use the "Up" button to move your miner upward through the tunnels.
- Press the "Down" button to navigate your miner downward, exploring deeper into the maze.
- Utilize the "Right" button to steer your miner to the right, seeking out potential gem locations.
- Employ the "Left" button to guide your miner to the left, exploring alternate pathways for gems.
- Press the "Pause" button to halt your miner's movement, allowing for strategic planning and evasion of goblins.

Screenshots:

Screen 1 (left):

Highest Score: 0

SCORE : 0

UP

LEFT   PAUSE   RIGHT

DOWN

END GAME

Screen 2 (right):

Highest Score: 3

MAIN MENU

Game Over
Minor get killed!

SCORE : 1

UP

LEFT   PAUSE   RIGHT

DOWN

END GAME