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Game Write-Up / Documentation

Name / Short Description: The game is called "Maze Escape", and the goal of the game is to navigate a series of mazes to find the exit and escape the monsters lurking within.

Instructions & Objective: The instructions and main objective of the game are the first thing that the player sees when booting up the game. *They are as follows:* "It's DO or DIE, in MAZE ESCAPE! You (RED) are being chased by a splitting monster (BLACK). The monster's radioactive trail (PURPLE) will kill you. You must run through a maze to find the goal (YELLOW). Reaching the goal will save you from the monster by transporting you to a new maze with another monster. Complete all 7 mazes to escape from the monster entirely. CONTROLS: W = Move UP | A = Move LEFT | S = Move DOWN | D = Move RIGHT. Pressing [Q] or [ESC] will end the level and your progress."

End of Game: The game can end in two possible ways. The first is if the player gets killed by the monster's trail. Should this happen, the player will be asked if they want to play again. If so, then the game is reset, and the player starts over from the beginning. If not, then the game will quit entirely. The second way the game can end is if the player reaches the final exit. Doing so will open a credits page that congratulates the player, and then the player is brought to the beginning of the game. Ultimately, the player can press [Q] or [ESC] whenever they have played enough of the game as they see fit.

Screenshots of Gameplay: (Screenshots can be found below)

It's DO or DIE, in MAZE ESCAPE!

RULES:

-You (RED) are being chased by a splitting monster (BLACK)

-The monster's radioactive trail (PURPLE) will kill you

-You must run through a maze to find the goal (YELLOW)

-Reaching the goal will save you from the monster by

transporting you to a new maze with another monster

-Complete all 7 mazes to escape from the monster entirely
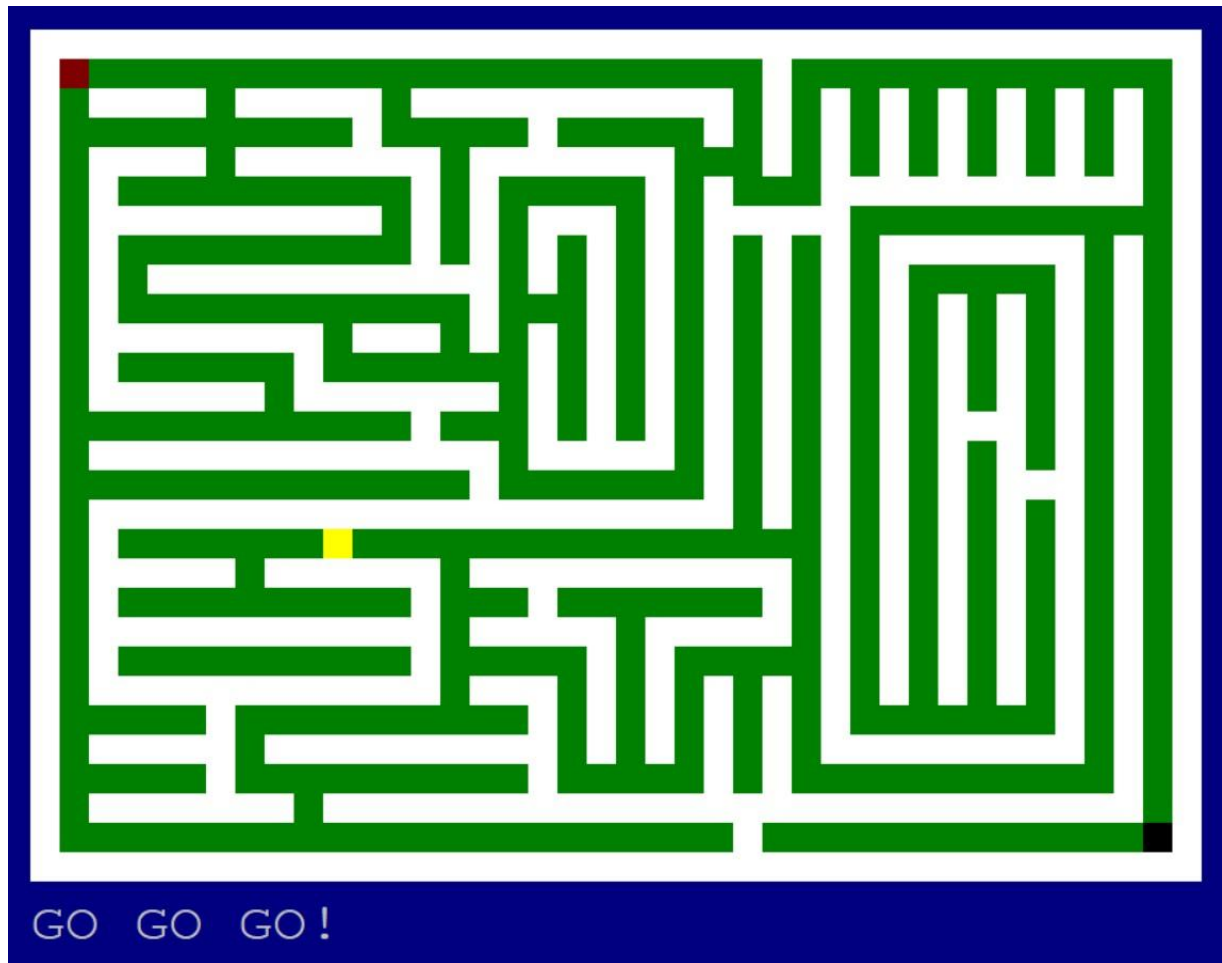

CONTROLS:

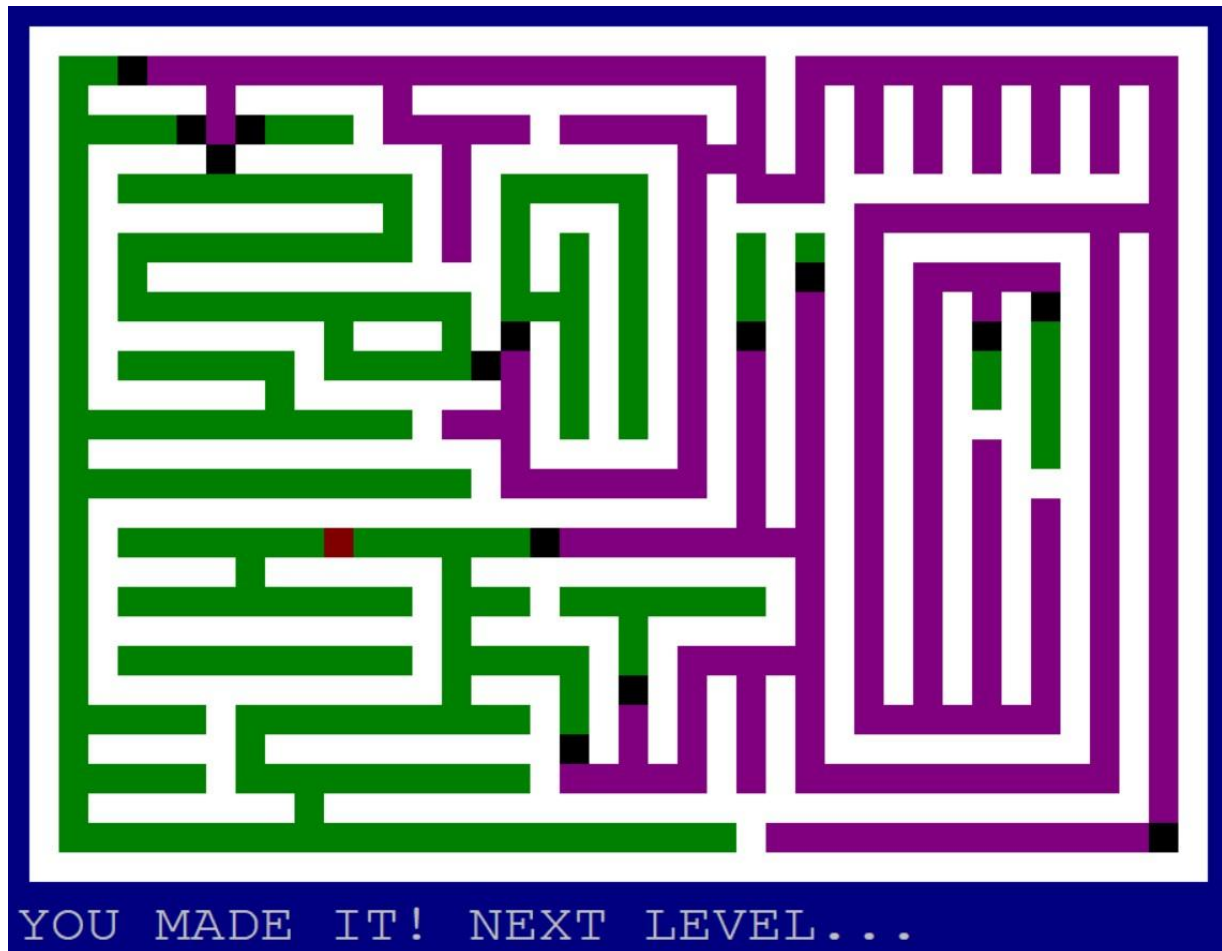W = Move UP | A = Move LEFT | S = Move DOWN | D = Move RIGHT

Pressing [Q] or [ESC] will end the level and your progress

Press any key to begin

OPENING SCREEN

MAZE (BEFORE)

YOU MADE IT! NEXT LEVEL...

MAZE (AFTER)

Brief Reflection: Overall, this project was one of the most engaging and enjoyable experiences I've had in working with code. I have most certainly learned lots about game development through this project in that every single line of code put into the game has a specific function geared towards greater enhancement of the final product. The challenging parts of this project included fixing errors in the code and figuring out how to get certain assets of the game to work properly. The most fun part of this project was to see the progression of the game's completion as I added more code to it, and it was most fun to play the final product. If I had more time to work on this project, I would try to implement more levels and maybe even a random level generator to the game.