**Phase 4 Report**

**The Game**

For the most part the game is still much like what was originally planned in phase 1. The user guides the hero through a labyrinth collecting fire, the rewards of which all must be collected in order to escape; as well as lamps which give bonus points. These rewards appear at random locations whenever a new game starts. In addition, the lamps will disappear and reappear at random locations if they are not collected in time. There are skulls, stationary enemies, which upon landing causes a loss in points. Furthermore, there is a moving enemy, the Minotaur ghost, that will cause an instant loss if the player comes in contact with it. There is a timer that tracks how long the player to complete the game. Lastly, there is an exit which if you enter after collecting all the stationary rewards will result in you winning the game.

The differences that do exist are either due to us not having enough time to implement the more complicated aspirations or minor differences between the graphics in the mock up. For example the walls of the labyrinth were initially thin white bars however we opted for larger black boxes because they created a more intuitive map design. Moreover, the map was increased into an 8x8 grid rather than a 6x6 grid. One of the biggest differences from our initial proposal was to have the walls randomly generated. This idea was dropped after discussing it with Dr.Alimadadi since she said it would be most important for us to implement the requirements and that generating valid maps would be difficult. For the same vein, we chose not to implement the concept of keys and doors for shortcuts as well as having a fog of war.

**Tutorial**

* **Explain the menu screen and buttons**
* **Show a game where user wins**
  + **describe what is happening with player and user while playing e.g. finding shortest path**
  + **what happens when we hit a trap**
  + **what happens when we collect points**
    - **regular points**
    - **bonus points – show how if you don't get it in time the bonus disappears/reappears**
* **show a game where user loses**
  + **one where player is standing still**
  + **one where user runs into enemy**
* **Show how items are placed on the map randomly**