**Brojekt Group 10/12/2017**

Initial Project Design Documentation - Draft:

Names of members:

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General requirements:

* Making a maze game
* There are walls and blocks that neither the enemy nor the player can cross through
* The player has to gather as much coins as possible before reaching the treasure box and winning the level
* The player has to reach the endpoint during a specific time in each level
* The player must not lose all of his health, by which he should avoid touching the enemy or the fireballs that the enemy can shoot

Algorithms (flowcharts or pseudo codes):

* Player class
* Enemy class
* Projectile class
* Pickup class
* Text display class
* Developing the user class
* Debugging
* Stating lines to explain the procedure
* Removing unnecessary lines

Classes and their functions:

* Entity: contains global variables
* Random: randomize integers or Boolean
* Menu: identifies all the menus required in the project (mainMenu, userMenu, PlayerMenu…) and manages the menu in the project (drawMenu, clearMenu…)
* Player: Initializes all the variables used in shaping the player class.
* Enemy: Initializes all the variables used in shaping the enemy class.
* Projectile: Initializes all the variables used in shaping the projectile class.
* TextDisplay: Initializes all the variables used in shaping the text display class.
* Pickup: Initializes all the variables used in shaping the pickup class.
* User: requires all of the users information in the game.