

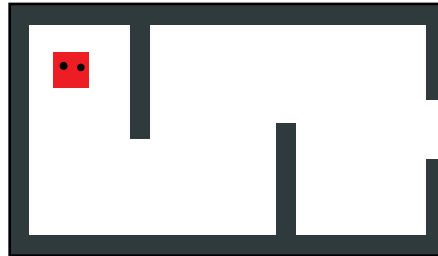
# Intro to Programming - Assignment 2:

# Make a Small Adventure Game

## DESCRIPTION

Create a small game where the player navigates a maze.

Example:



Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

## PROJECT REQUIREMENTS

### Grade C

These are the minimum requirements for receiving an C on your assignment.

Your program should include:

- A player that moves back and forth using WASD or arrow keys.
- Player should have hit points that the rooms should have dangers that can drain the player's HP.
- Game should have a start screen, three or more rooms, and an end screen.
- When the player's HP is completely gone they are returned to the start screen.

### Grade B

These are the minimum requirements for receiving an B on the project.

Your program should include all of the requirements for getting an C, as well as:

An enemy that has some kind of behavior and can damage the player.

## **Grade A**

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

The player has a sword they can extend to break some obstacles, and destroy some enemies.

## **Grade S**

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

A series of collectibles that the player can pick by colliding with one. If the player collects all of them they get a special end screen.

When the player dies the number of collectibles they've collected should reset.