

Final Project Proposal

“Maze Runner”

A maze is randomly generated. An Albanian warrior by the name of Dubim must get out of the maze alive to complete the game.

General:

- Driver class that generates maze and runs the game
- Hero class to contain the instance variables and actions of Dubim
- Trap class used to add Trap objects to the maze.

Class description:

- Hero
 - Health
 - moveHero()
- Trap
 - dmgOnHit

Stretch:

- Random maze generation using binary trees
- Possible sprite animation