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Project Name: aMaze

Description:

Our project will be a social game where the goal is to roll a marble through a maze as fast as possible by tilting the device (possibly a gesture option as well if we have enough time) and compete with friends to see who can achieve the fastest time. Our mazes will be randomly generated and have various modifications to them to make them unique and challenging some of which are:

- Anti-gravity

- Bouncy Walls

- Friction/Frictionless Floors

- Walls invisible until touched

- Different directions have unequal responsiveness

- Walls which teleport you

- Multi-frame mazes

- Small window in which to see the marble

- Shuffling causes the marble to teleport

- Maze changes at certain moments

Timeline:

2-18 Create walls

2-18 Add start/finish locations

2-19 Add Timer

2-20 Create 2 new levels

2-21 Create 2 new levels

2-22 Create 2 new levels

2-23 Add graphics

2-24 Make randomized mazes/make game more user friendly/beautify

2-25 Testing

2-26 Ready for launch