

## Assignment #4:

### Collaborative 2D Game Project

#### Process Work:

- Maze game
- Timed
- Needs collision on walls
- Player moves through maze to exit
- making the maze
  - ↳ make maze with DrawLine
  - ↳ layout using x, y

#### \* Game Changed

- follow pathway
- timed
- Collision so you can't leave path
- levels, get more difficult
- Draw images for objects
  - ↳ Boat for what player moves
  - ↳ Water for path
- Upload Images to Visual Studio

