Graphical user interface

Description automatically generated

Maze Game Project

Team : beyond the wall

November 2021

# Description

1. Idea
2. Participants in the project
3. Summary of the project
   1. Stages of realization
   2. Difficulties we had to deal with
4. Table with functions
5. Block scheme

IDEA

The Idea of the project was to create maze game

## Participants

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STAGES OF REALIZATION

DIFFICULTIES

Our difficulties were to make moving with the arrows. Also another difficulty was making the mazes look appealing.

TABLE WITH FUNCTIONS

|  |  |  |
| --- | --- | --- |
| **Function Name** | **Function Type** | **Function Description** |
| printMenu() | void | Prints out main menu. |
| goToChoice(int option) | int | Sends the user to their selected action. |
| askForDifficulty() | void | Asks the user for maze difficulty. |
| printRules() | void | Prints out the game rules. |
| printTeamInformation() | void | Prints out the information about the team. |
| createMaze(unsigned difficulty) | char\*\* | Creates the maze according to the selected difficulty. |
| getMazeRows(int difficulty) | int | Returns the number of maze rows acording to the difficulty. |
| getMazeCols(int difficulty) | int | Returns the number of maze coloums acording to the difficulty. |
| game(char\*\* maze, int rows, int cols) | void | The main game functionalities get performed in this function. |
| displayMaze(char\*\* maze, int rows, int cols) | void | Displays the maze. |
| makeMove(char\*\* maze) | char\*\* | Changes the player’s position depending on which keys they press. |
| checkIfWon(char\*\* maze) | bool | Checks if the player has escaped the maze. |
| printWinMessage() | void | Prints out a message congratulating the player after wining. |
| resetGame(char\*\* maze, int rows) | void | Resets values to all global variables. |
| returnToMenu() | void | Asks the player if they want to return to the main menu. |