

Team 13 Project Charter

Team Members:

Xinpi Du, Art Malinin, Wei Haow Tan, Jun Xiang Tee, Matt Walters, Lirong Yuan

Problem Statement:

Our teams project is to create a multi-level simple puzzle game that increases in difficulty with each level. While keeping score that can be posted to a scoreboard, while keeping a personal best.

Project Objectives:

- Create ten puzzle maze type levels
- Keep track of score based on time completion, objects hit, and object picked up
- Store the scores in a local database
- Enhance users' analytical skills and creativity

Stakeholders:

The stakeholders are the users of the game.

Project Deliverables:

A program that will generate a maze type level that a user can navigate through trying to pick up items and solve puzzles along the way, while avoiding obstacles. The game will also keep track of your score.