

Feature List

Priority 1

- Ball object that moves with keyboard input
- Flag object that registers when the player has reached it
- Wall Object that registers when the player has collided with it

Priority 2

- Function that places walls into the game
- Function that validates the players move so that they can't move through walls
- Random Maze Generation (Recursive Backtracker)
 - Cell grid
 - Randomly chosen paths through the maze
 - Placing walls in the correct place

Priority 3

- Start screen with instructions
- End screen that lets you restart the game
- Timer that displays your time left to solve the maze

Version Guide

V1

- Ball object that moves with keyboard input
- Flag object that registers when the player has reached it
- Wall Object that registers when the player has collided with it
- Function that validates the players move so that they can't move through walls

V2

- Function that places walls into the game
- Random Maze Generation (Recursive Backtracker)

V3

- Start screen with instructions
- End screen that lets you restart the game
- Timer that displays your time left to solve the maze