

FindThePath

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The Game

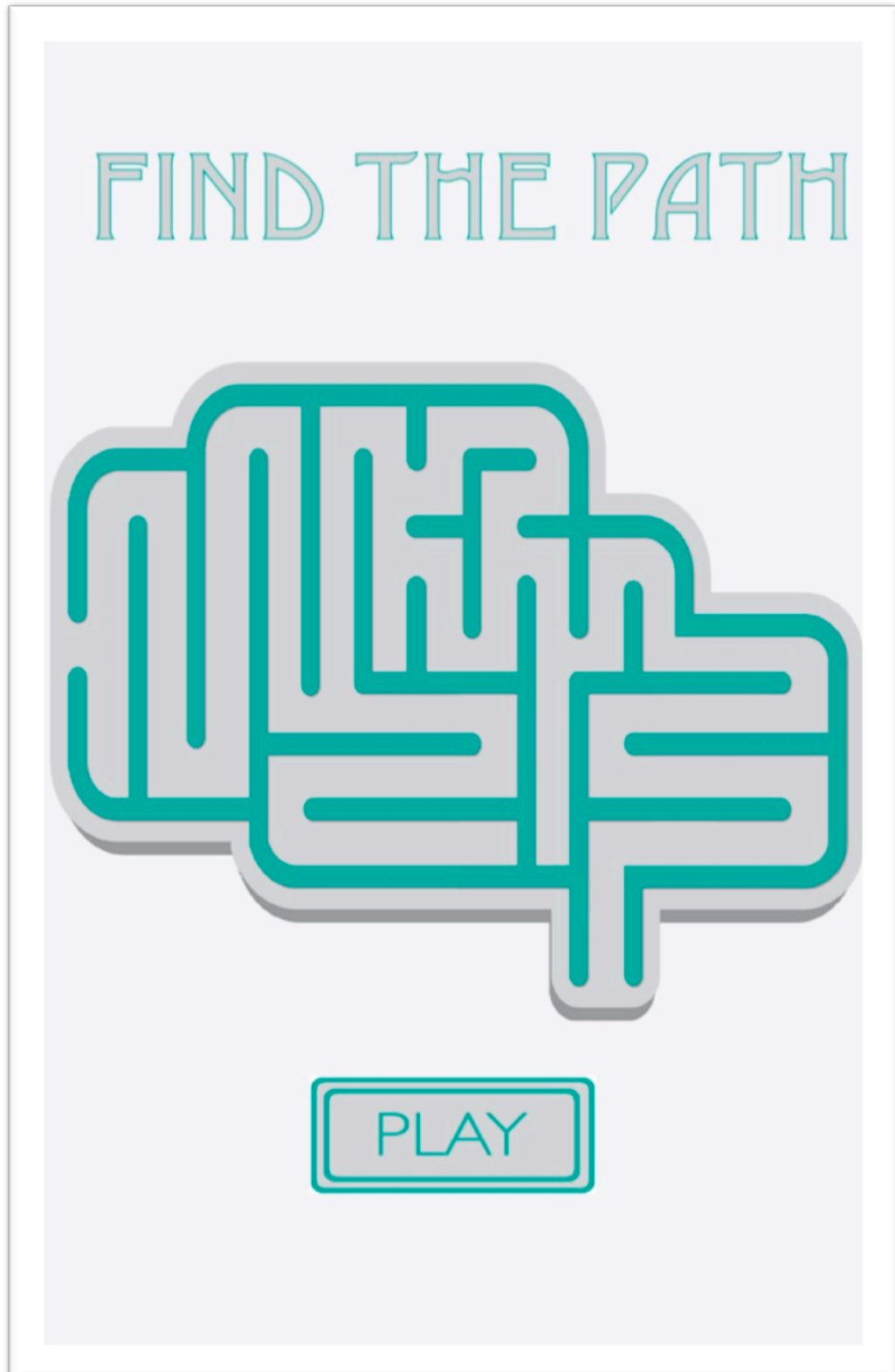
Maze Game with Dokodemo Door

Control a player node

- Move up/down/left/right by swiping the screen
- Keep your player alive
- Take advantage of dokodemo doors to move player faster

Designed for the iPhone 6

- Written in Objective-C
- Built on Cocos2D Game Engine



Challenges



Randomly Generated Maze

- Designed an algorithm for a maze generator
- The customized number of columns and rows and the start point, the maze will become more complicated in higher levels
- Multiple ways to arrive the destination

Dokodemo Door

- Player node moves in the maze to get the destination --- the yellow house
- The dokodemo door helps player moving faster by transferring it from one door to another one
- The dokodemo door can be placed in both the wall and the path

Monsters

- Player loses the current game if it gets touched by the monsters
- The amount of monsters will grow when the level gets higher

Notable Features

Swipe control node

- The player node is moved by swiping up/down/left/right in the game scene
- Monsters randomly wander on the path
- The dokodemo doors can expedite the game process and help player to avoid monsters

Assets

- Yellow house – The destination that the player needs to arrive at
- Dokodemo doors – The term origins from a Japanese cartoon, the door can transfer object to other place instantly
- Enemy monster– attempt to collide with player block
- Maze – Build the path

Dokodemo door in the path/wall

- The doors in the path cannot be bypassed if player block wants to path the way
- The door can be both helpful and harmful, it might send node to a far place

