

# REPORT

## 1. Overview

- Game name: Path of life.
- Introduction: Place mirror to direct the path of light!

## 2. Rules

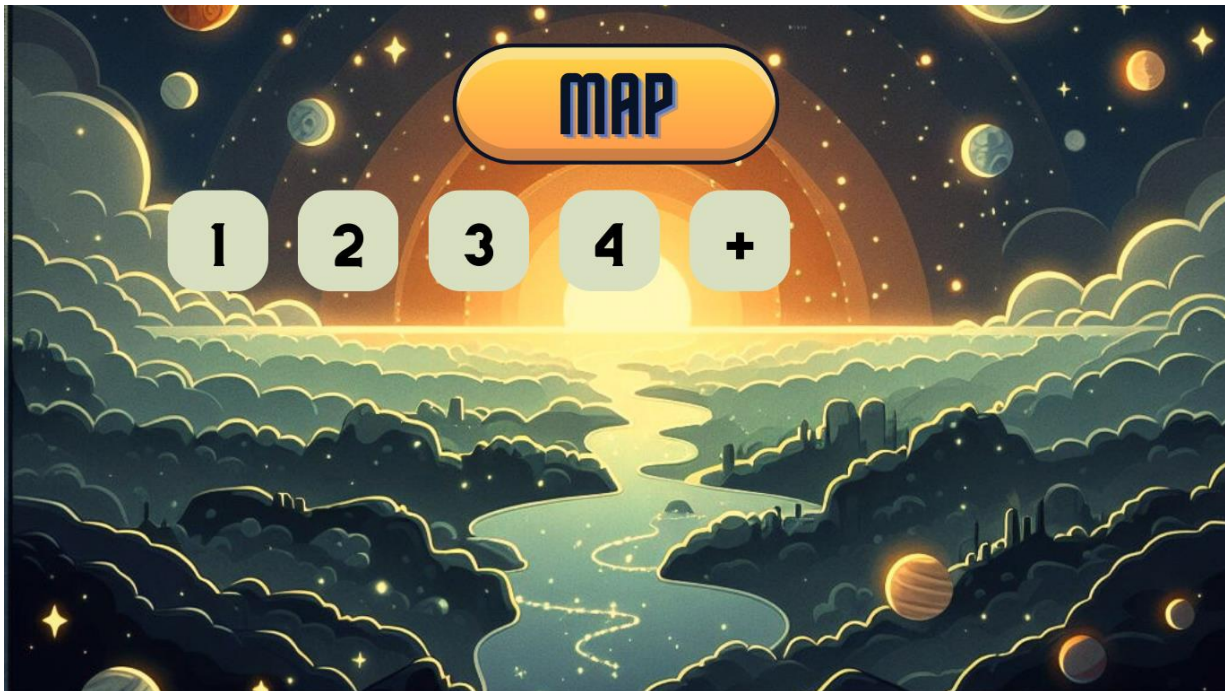
### 2.1. Puzzle mode

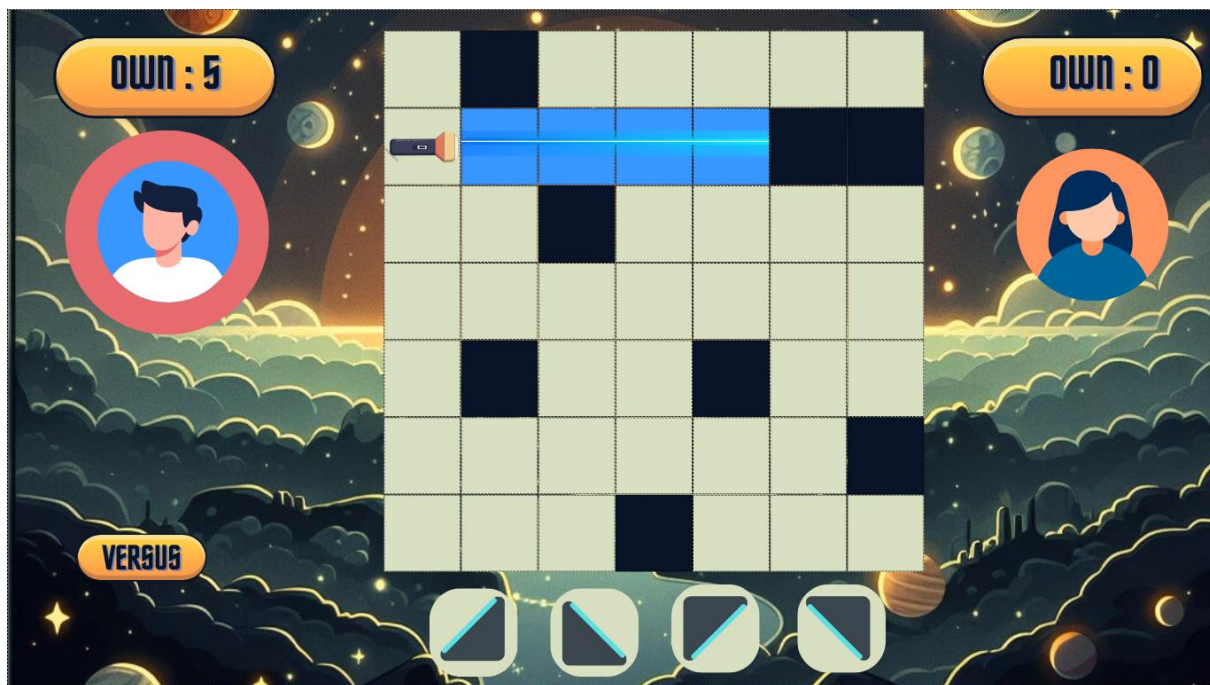
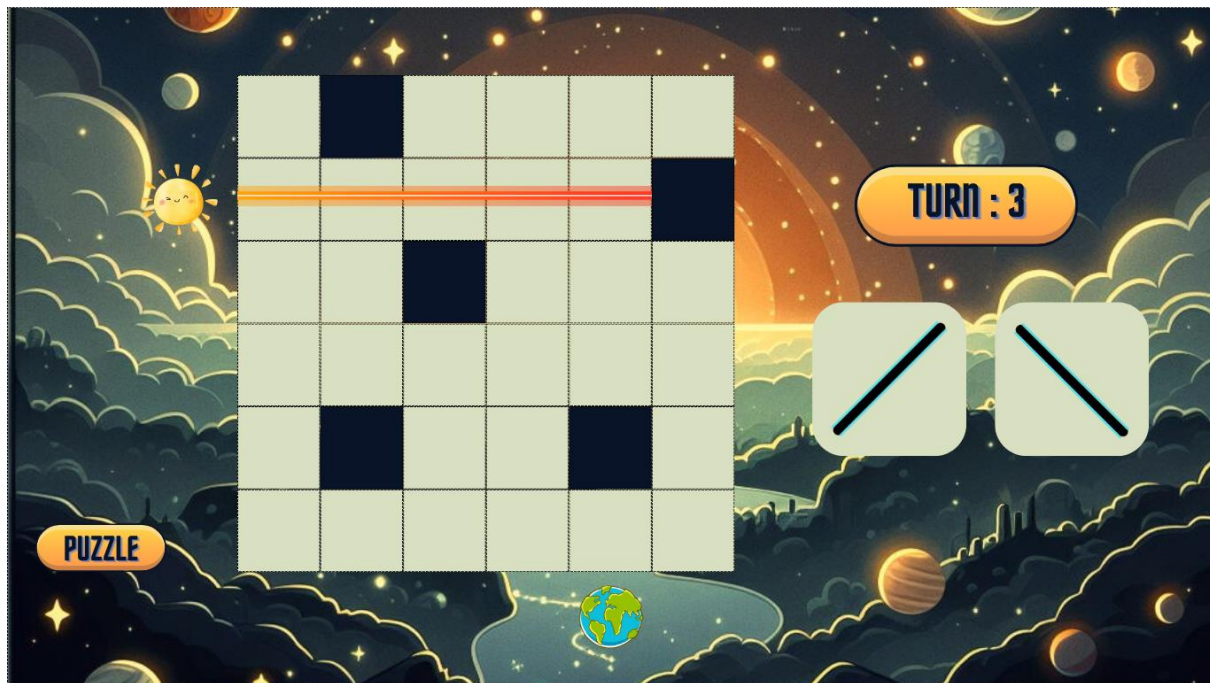
There are 5 types of tiles: ground, block, mirror, half-mirror, the sun (light source), and Earth (destination). The player puts Left Mirror (\) or Right Mirror (/) on ground tiles to direct light toward Earth. Light can only pass through ground tiles, and cannot pass through blocks. When the light encounters a mirror, its direction bends accordingly.

### 2.2. Versus mode

- Tile rules from puzzle mode are applied.
  - Players place a half-mirror instead of a mirror.
  - A new light source can be placed at the edge of the map (but not at the corner) if and only if the number of active lightpaths is no greater than two.
  - Once a light source is placed, its path is determined: perpendicular to the nearest edge.
  - Players can place a mirror at the end of any light path, but not at the edge of the map.
- The game ends when there are no ground tiles available, player scores are measured by the amount of tiles their light passes.

## 3. Interfaces





#### 4. Language programming and tools

- Backend: Sublime text IDE, IntelliJ IDE, Java programming.
- Frontend: Visual studio code IDE, Javascript, HTML, CSS.



## 5. Results

