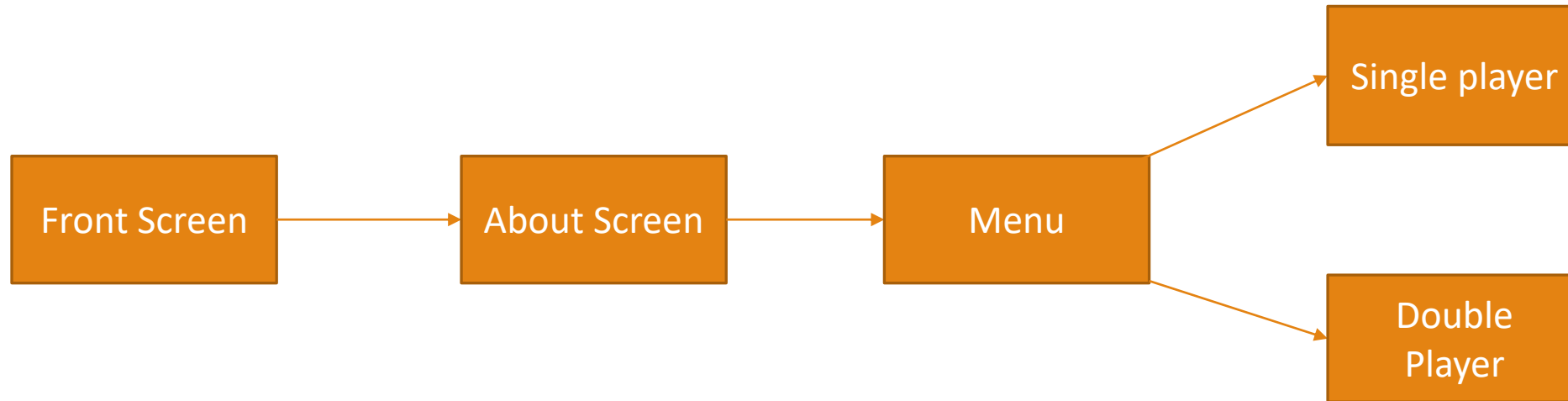


Maze game

BY: RITIKA HOODA

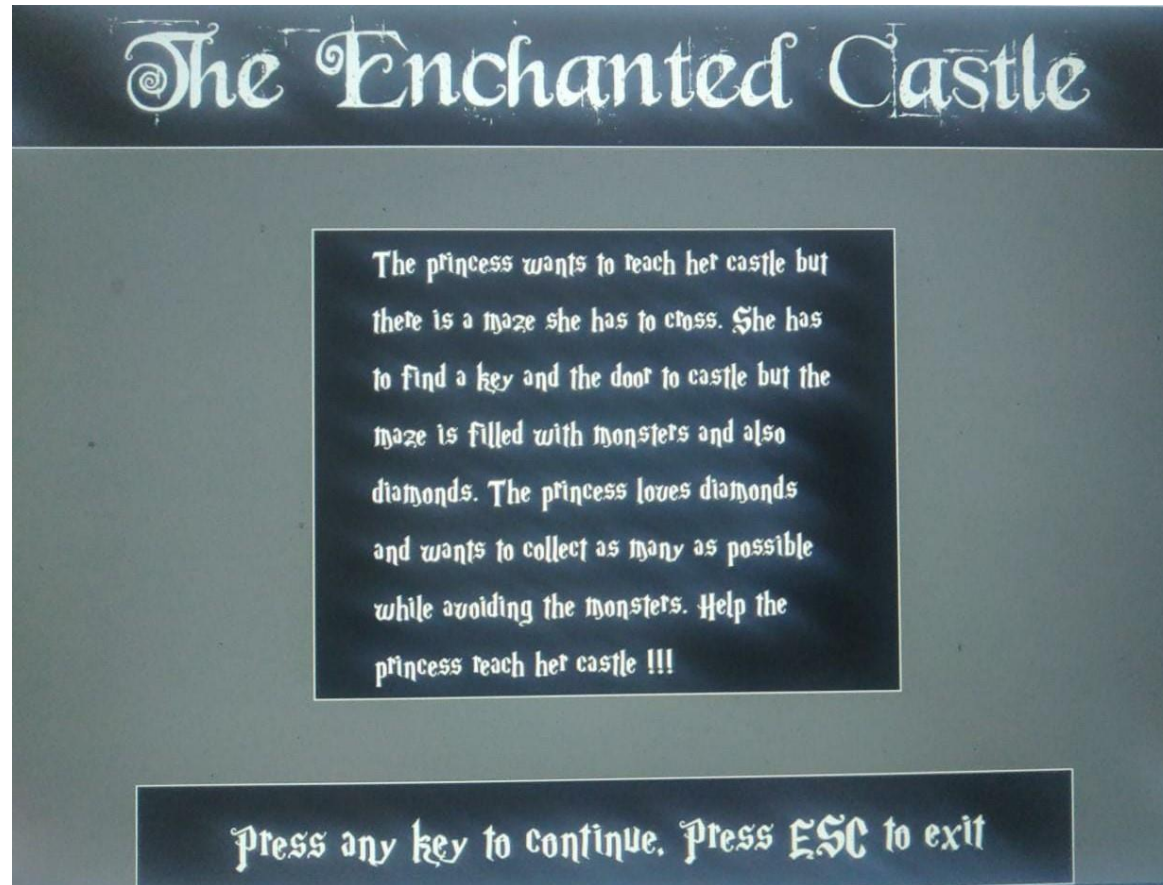
Structure



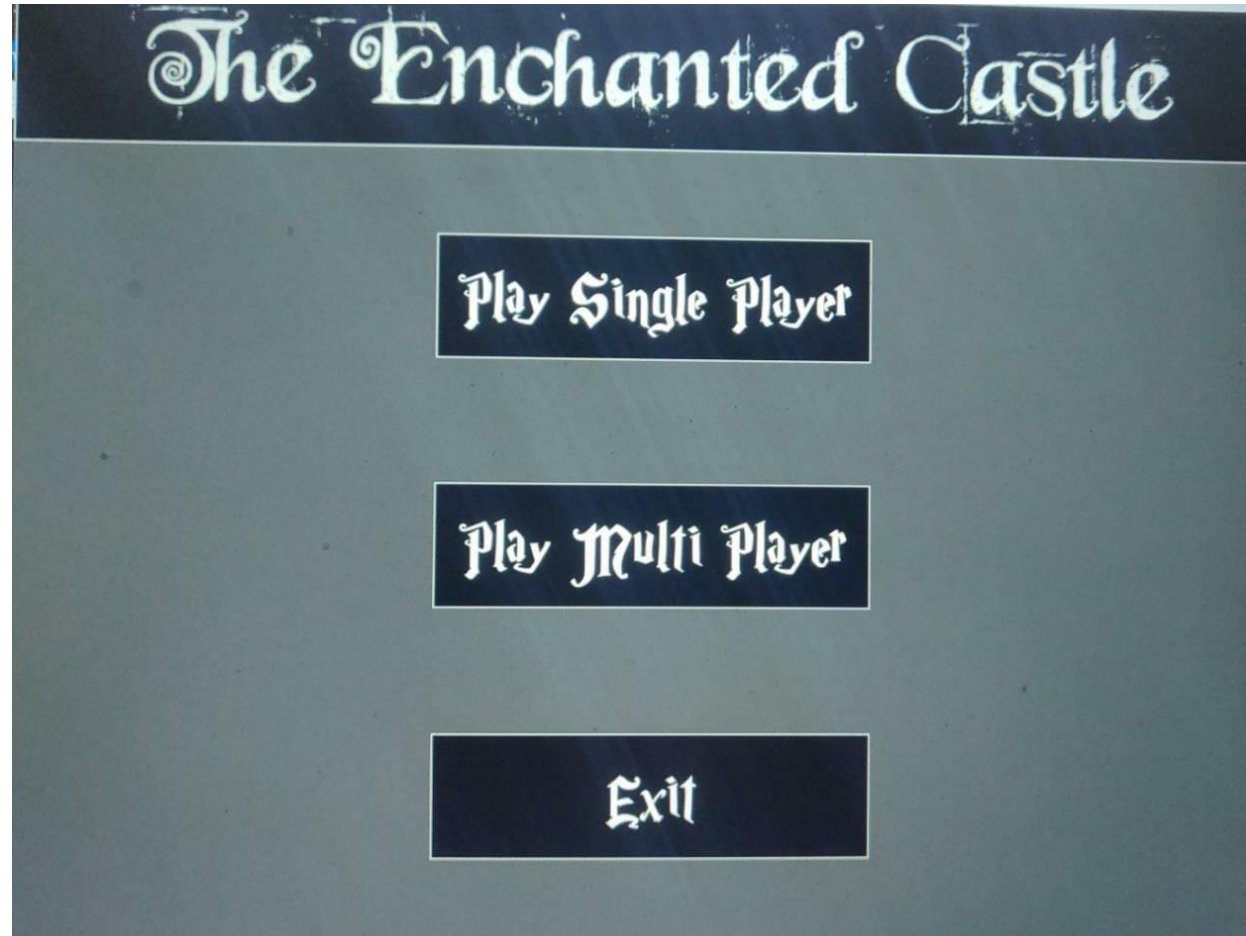
Front screen



About screen



Menu screen



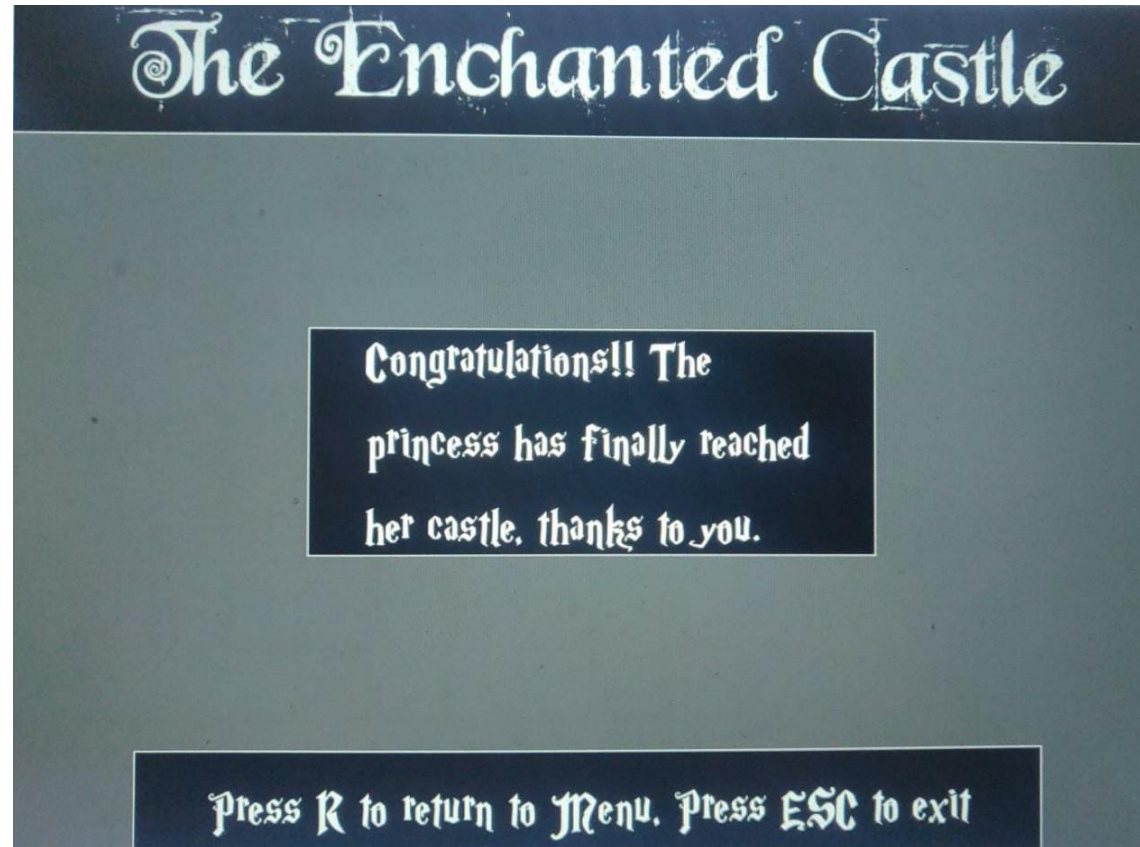
Single player screen



Double Player Screen screen



Win screen



Game over screen



Scoring Criteria

1. Diamonds add 100 to the score. Steps are calculated for single players. Initially, 10 lives are given.
2. If the princess reaches the door within the use of these lives, then it is considered as win. In case of a two, player game, whoever reaches the door first is considered a winner.

Salient features

1. A fun story line
2. Music effects during the game.
3. Interactive User Interface
4. Can play with two players on alternate basis