

# Maze game

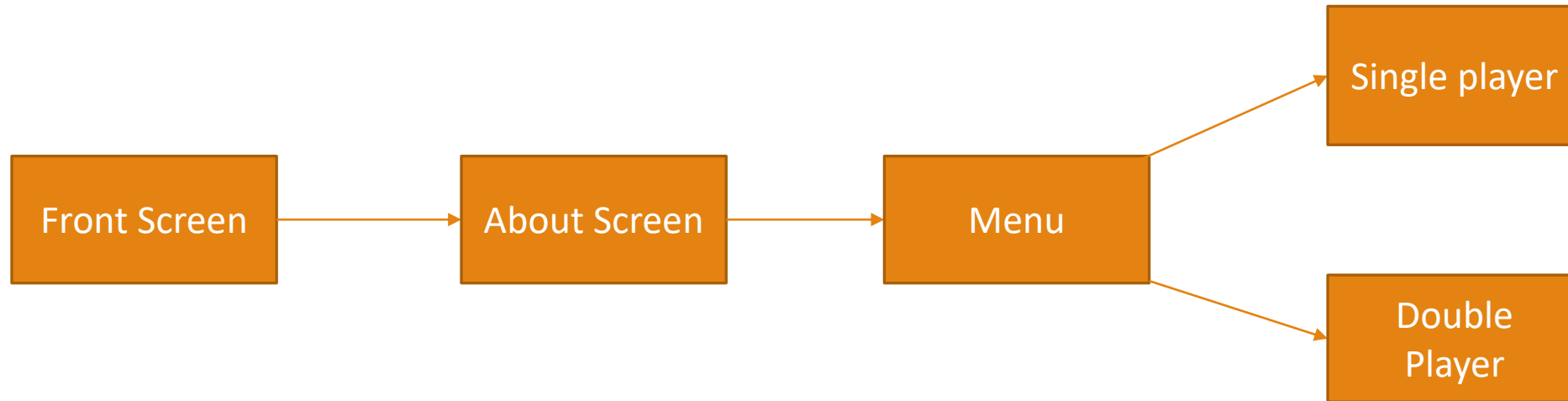
---

BY: RITIKA HOODA AND PRAGYA DECHALWAL



# Structure

---



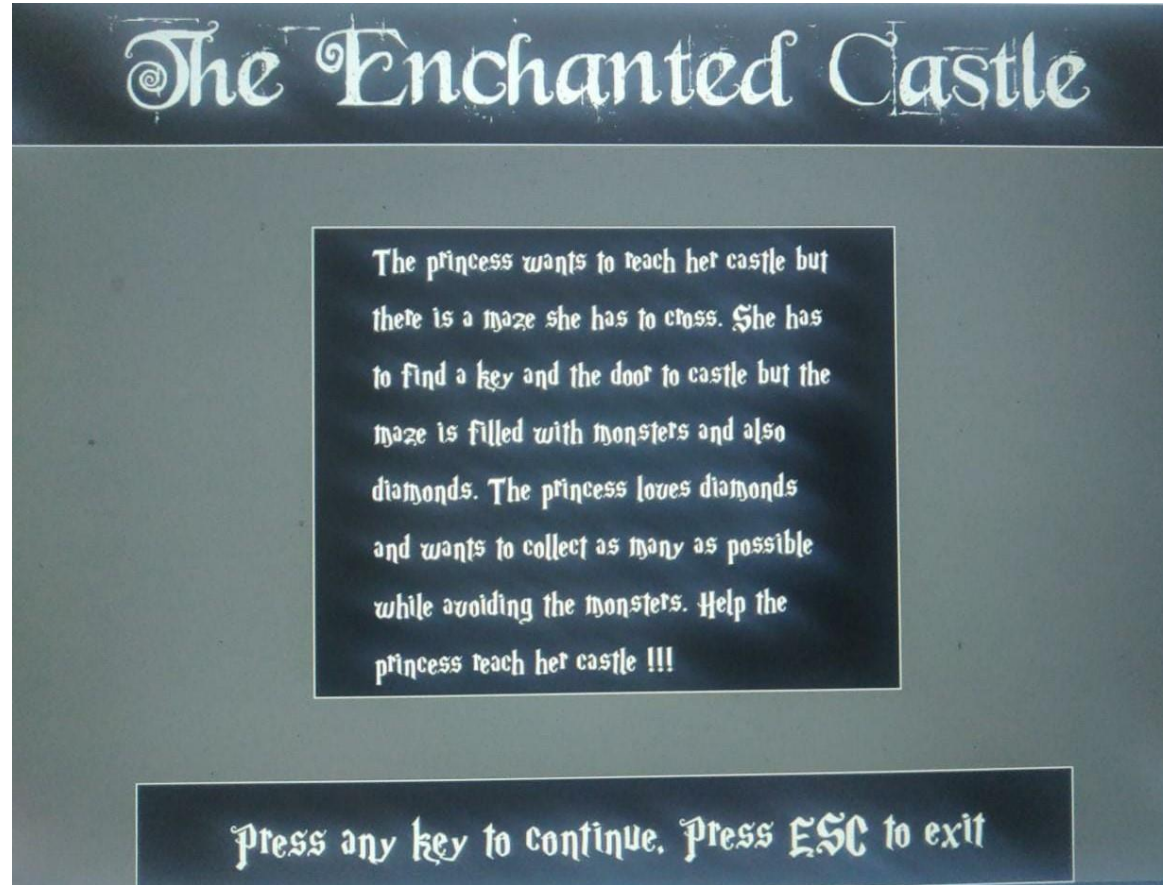
# Front screen

---



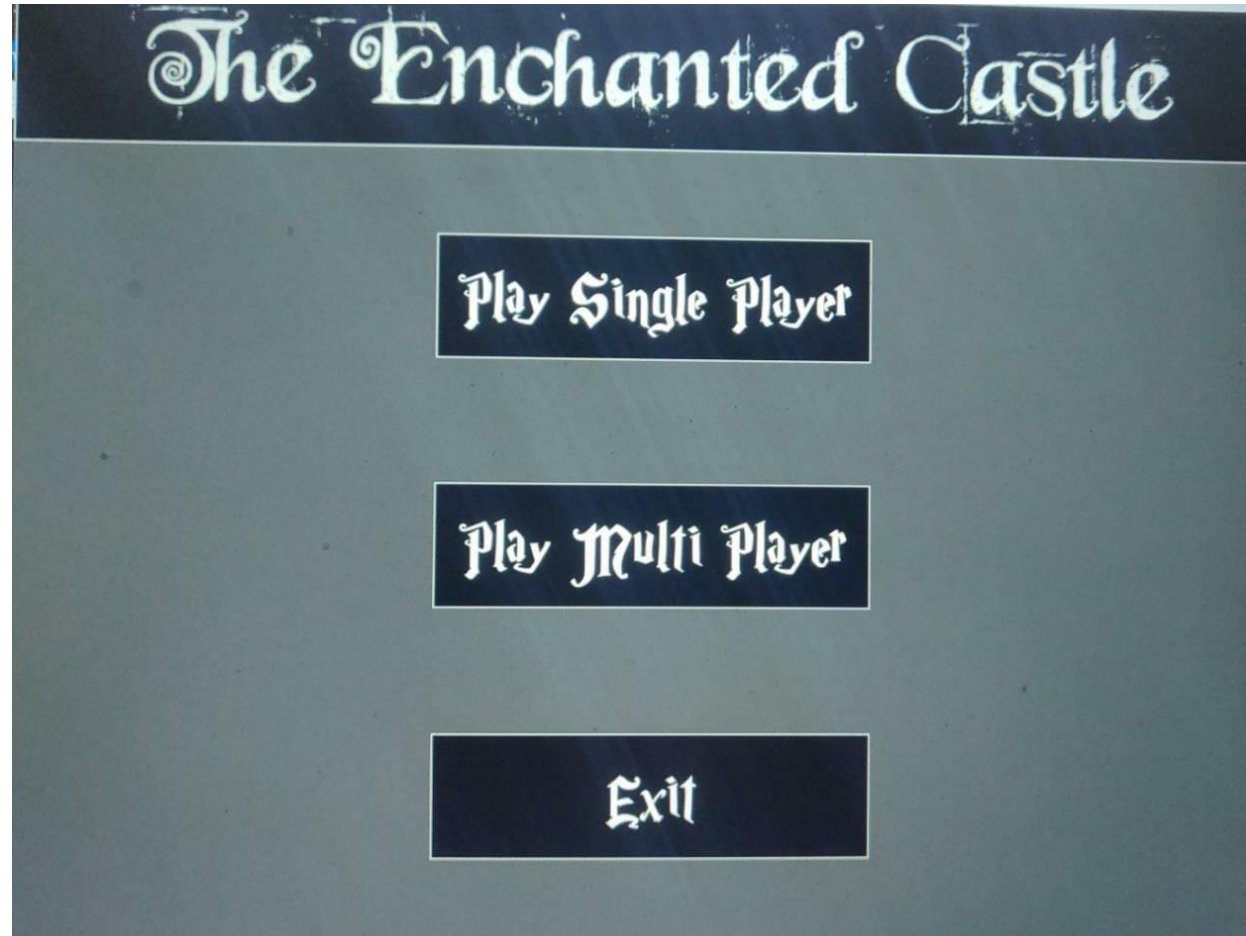
# About screen

---



# Menu screen

---



# Single player screen

---





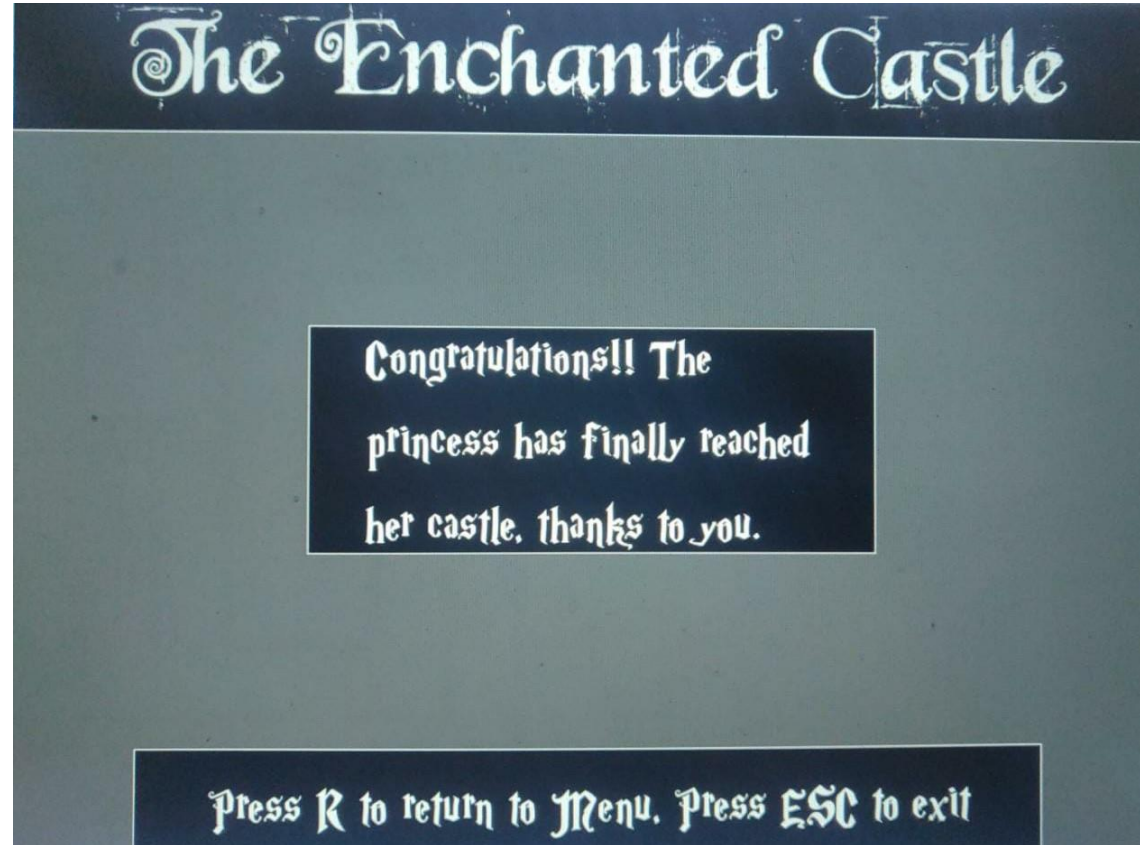
# Double Player Screen screen

---



# 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