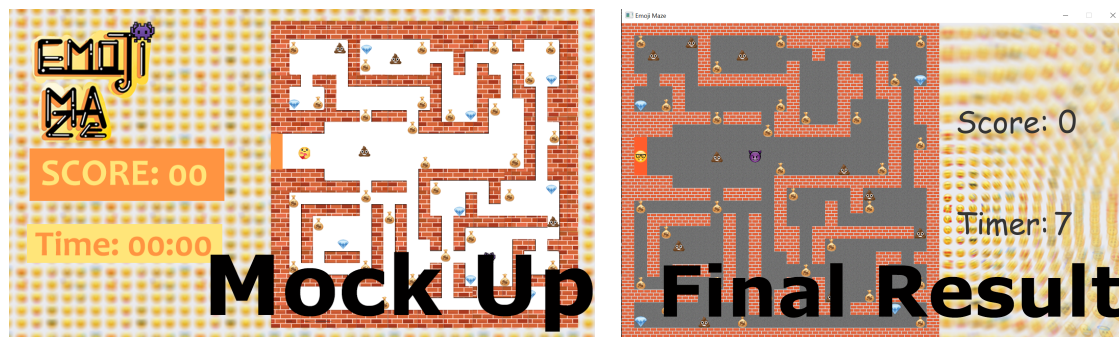


## Game Introduction

### 2.1 The Game:

- Game Description/ Objective:
  - Emoji Maze is an emoji-themed 2D arcade game with a map based on a dungeon's layout.
  - Collect all regular rewards (represented by money bags) to escape from the maze.
  - Avoid bumping into the enemy and traps on the map.
- UI Mockup Comparison:



#### Similarities:

- The emoji character's theme and design were unanimous.
- The gate functionality successfully implemented based on the mockup

#### Differences:

- The placement of the score and timer boxes was different.
- The colour of the background changed.

- Original Plan vs. Actual Result:
  - Must-Have: All functionalities were fulfilled
    - Time and score display function
    - Game result display page
    - Character's movement controlling and tracking
  - May-Have: Partially fulfilled
    - Implemented: Welcome and tutorial pages
    - Not fulfilled: Warning display, choosing different appearance
  - Restriction: Obeyed

- The outline and appearance of the map are fixed.
- English support only.
- Lessons Learnt:
  - We learnt that a design and its implementation can not be perfectly planned before the start of the process
  - Unexpected issues can occur that may change your implementation plan drastically

## 2.2 Tutorial

- Main Features:
  - Help button on the main page that gives a brief explanation on the rules and objectives of the game
  - The main character and the enemy are chosen randomly from a set of related emojis upon the start of a new game
  - The gate changes its status when the main character collects all the regular rewards showing that the character can now pass and finish the game
  - The time that the game has been playing is recorded and displayed for the user to make the game more exciting
- Important Scenarios:
  - There are situations in which the main character could get trapped in a dead-end if you aren't fast enough to leave before the enemy arrives
  - In some situations, in order to avoid the enemy, the only path to take is the one without avoiding punishments, therefore, you need to keep the score up at all times so your score doesn't go below zero in these scenarios
- Video Demo: [Demo and tutorial](#)

## 3 Build Automation:

- Make sure the command was entered in the \EmojiMaze directory.
- Entering the command "mvn package"
- You will find the jar file in the \EmojiMaze\target directory

**See README.md for more build/test instructions.**