Assignment 5: Final Submission

Team:

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This final report documents the individual contributions made from each team member for the development of the Minotaur AI Maze. This report also describes any reused methods and algorithms to help implement this project.

San was the team lead for this project. As the team lead, he scheduled the team meetings, created the fundamental plan for the project, and also took the role as the lead programmer. Since he was the lead programmer, he led the implementation of the maze generation and the Minotaur AI behavior. Victoria created and initialized the main window GUI for the project and took the lead role in documentation formation throughout the project checkpoints and also created the README. Kailie wrote the pseudocode for the player class with implementing the key listeners, checking the boundaries for the maze, and editing the assets of the player. Justin helped choose how the Minotaur's behavior would interact with the user as well as assisted in behavior changes as the game progressed. He also assisted with documentation design.

The external source code libraries we used are pygame [*reference link here*]. Additionally, we utilized Christian Hill's April 2017 depth first algorithm for the maze generation. The link for this algorithm is: https://scipython.com/blog/making-a-maze/ . Essentially, this algorithm helped us randomly generate different structures for the maze.

Overall, our team believes that we created an effective project that was well constructed and suits the specifications for the class. We believe our baseline score for the project should be a 87-90% .