

Shandon Fleming

Pippin Barr

Cart 253 A

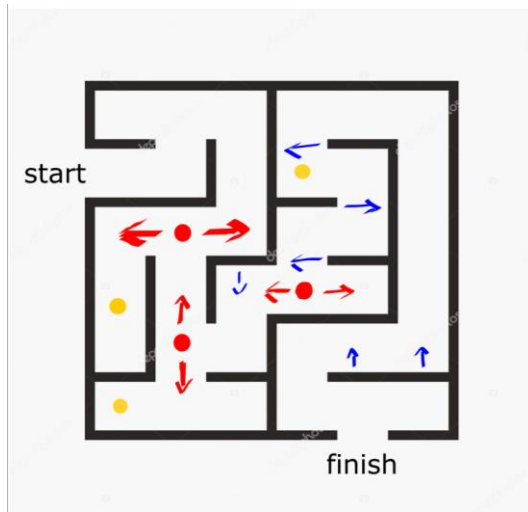
Nov. 5th, 2020

Final Project Proposal

What I desire to construct for my final project is a refinement of the simulation that I made for Project 1. My first project featured a white ball that the user had to control using the arrow keys and guide through a maze and arrive at a green square. Along the way, to add more of a challenge, the user also had to avoid a number of red balls. If the user's white circle came into contact with one of the red circles, they lost, and if the user successfully avoided all of the red balls and made it through the maze to the green square, they won.

- Originally, in Project 1, I wanted the user to have to avoid coming into contact with the red balls *and* the actual walls of the maze. I was successful in achieving the first idea, but not the second, so in Project 2 I would like to integrate both.
- I also plan on enlarging the maze in order to make it more of a challenge to the user.
- Additionally, I would like to place a few "golden apples" throughout the maze, and possibly design the game so that the user *has to* collect all of them in order to "unlock" the finish line.
- Lastly, to make the maze even more engaging, I would like to make the walls gradually move so that it is always changing.

-Here is a (simplified) example of how the final project will work



-the user will use the keyboard controls to move a white circle through the moving maze, collect all of the golden apples, dodge the red circles, and make it out the other side.