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Initial situation

The purpose of this project is to recreate the classical Ball Maze Game. The project will actually be different from the original: the game was born as a physical labyrinth containing a small ball. The goal of the game is to move the object around to make the ball reach the goal of the labyrinth. My version of the game is going to be a digital 3D representation of the original game with many more options that will make the game more entertaining. Differently from the original game my version is going to have customization parameters which includes the possibility to increase or decrease the difficulty of the levels. The final product will be variable and interactive based on the user preferences.

Implementation

For the realization of the project it is required to have general knowledge of programming:
It is required to be comfortable with a Java graphic library as a programming language.
It is necessary to be friendly with the working logic of 3D modeling and of the function that will allow the game to generate infinitive and non-repetitive labyrinth.
It is also necessary to know general programming knowledge to build and use the production environment.
The phases of the developing of the game could be synthesized into 3:
Building the labyrinth.
Building the logic that allows the game to have sense.
Building the data store where to save customization and game's data.

Final Results