# **RETEX**Project - Labyrinth

#### **Specifications**

- Create a video game where the game is to escape a maze
- Have monsters
- Be able to move

#### **Deliverables**

- Full summary
- Code
- Smooth animations

### **Methods**

Java, JavaFX

### **Acquired skills**

- Understanding the concept of moving
- Understanding of smooth animations

## **Project picture**

