Team Maze Runner

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Overview: Holiday Maze Dash

The concept: Christmas is almost here, and some of Santa's presents have been scattered throughout mazes. Collect the presents to save Christmas!

Game play: The player will play as Santa and navigate procedurally generated mazes while collecting presents. The player must complete their objectives and exit the maze to move on to the next level.

What we wanted to do

Player - Multiple/varied power ups for the player to capture

Attack - Ability for the enemy to attack/player attack, potential projectiles

Enemy - Variety

Hazards - Variety of Hazards generated within the maze

Issues we ran into

- Python to Java
- Procedurally generated
- Levels
- Multiple/Variable Enemies
- How to confine the objects to stay within the maze

- Project time goals

Demo | How to Install

Installation: Download the zip file <https://github.com/Taeus-Snyder/GVSU-CIS350-Mazerunners/blob/master/GVSU-CIS350-Mazerunners-Aleeb-edits.zip> and open the files with a program that can compile Java (We used IntelliJ IDEA)

How we could expand on it

- Levels
- Implement different objectives
- Hazards and Set Pieces
- Enemy Variety and potential attacks