

# || MAZE GAME

Name	University	Section
Muhammad Talha	FAST NUCES	BSCS (A)

## OVERVIEW

### 1. Project Background and Description



A maze is a type of puzzle games where a player moves in complex and branched passages to find a particular target or location. Mazes have essentially five possible purposes: to escape, to trace a path, to be a metaphor, to be a stage. Escape: By far the most common purpose of a maze is to challenge the visitor to find the means of passing through and escaping.  
In simple words..  
A maze is a puzzle with an starting point and many different paths to choose in order to find the exit.

### 2. Features

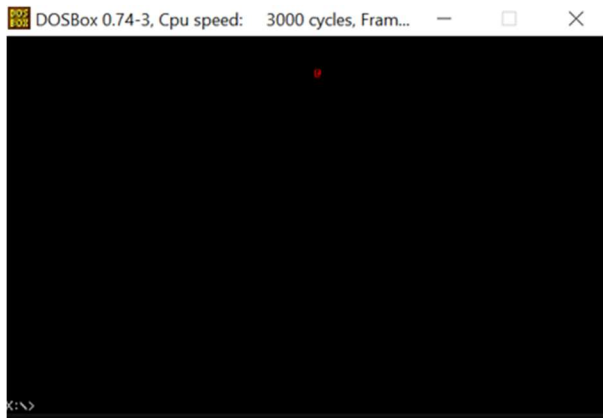


Features required for this. For example..

- ☐ The object of the puzzle is to move wall orbit into its respective goal.
- ☐ User friendly as we control the character using direction keys.
- ☐ This game can be played by a single player at a given time.

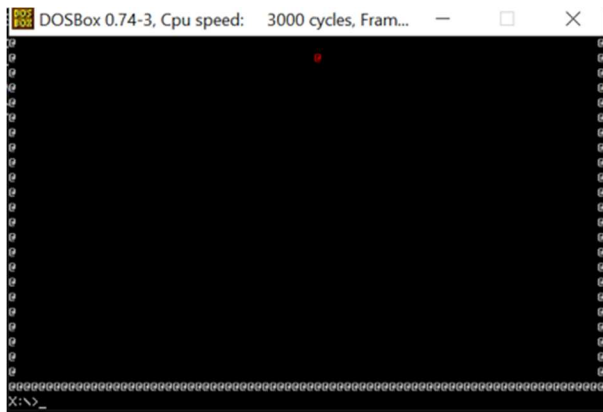
### 3. Prototype

(object) the object who will move through..



#### Prototype(walls)

Wall orbil (starup...



WHOLE OUTPUT WILL LOOK LIKE:

