

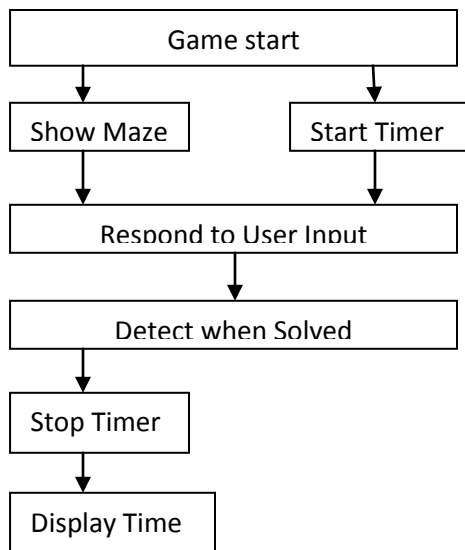
Maze

Functional Specification

Overview

This program will provide the user with a maze and time them on how fast they solve it.

Flowchart



Detailed Specification

The game will start by generating a maze (how this will occur is undecided at the moment; it will either generate the maze randomly or read it from a predesigned file).

After generating the maze, the maze will be displayed to the user, including a square used to represent the player's current location, and the timer will start.

The user will be able to control the square by entering the arrow keys. Using the arrow keys, the user must navigate the square to the finish.

When the square reaches the finish, the timer will stop.