# LARRY Labyrinths

A C# game where Larry is in his Labyrinths. Larry is a small crescent, which gets lost in Labyrinths on a regular basis and he needs the help of the player to get out again. There are chests who give Larry points and monsters who take points from him. In total there are eight Levels and a Tutorial which are all infinitely repeatable.

## Initial Situation

The task was to create a C# game, since our class knowledge was to little in that field.   
Besides using Animations, Engins and external influence like AI we were allowed to do anything we were capable of.

## Goal

I set my Goals on my C# programming capabilities to push them as much as I could. Additionally, I focussed on expanding my syntax-knowledge and my practical programming competences.

## Implementation

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## Result

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## Findings / Insight

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AI-generated content may be incorrect.

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Abb. 1: Startbild LARRY Abb. 2: Erstes Level LARRY