# My Masterful Maze

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# Concept Document

## High Concept:

My Masterful Maze is a first person shooter, Ray Caster style game where you navigate through a maze. With the ultimate goal to reach the end of the maze.

## Genre: My Masterful Maze is a First Person Shooter.

## Gameplay

The player will navigate through the maze taking pictures along the way of the scenery. By clicking on the photos taken the player can cycle through filters such as sepia for the current picture in the frame. The ultimate goal is to reach the end of the maze and take a picture of what awaits.

## Features:

* Navigate Mazes
* Capture intriguing pictures
* Apply filters to pictures
* Discover what awaits at the end of each maze

## Story/Setting:

Mason, a maze enthusiast loves to find the most challenging mazes to explore. Taking pictures along the way, making sure to not miss a single detail. Mason knows that these mazes always reveal a surprise in the end.

## Target Audience:

## My Masterful Maze is a simple game that is intended to keep children ages 5 – 10 entertained and help them with developing hand and eye coordination.

## Platform:

My Masterful Maze is created for the internet. Using everyday web browsers that do not require the user to have any special hardware. This will make the game easily available for children to access.

# Project Development Document

## Game Programming

A new maze will be introduced to the game. The new maze design will be given to the programmers by the level designer. The programmer will then implement the new maze design into the code. Time for completion 30 min.

A heads up display (HUD) is being designed by the design team. It will be passed on to the programmers to implement into the game. In order for this to be accomplished the programmer will need to:

* Create a new <div> element and associated CSS containing (time to complete 2 hours)
  + The Game Title
  + Players position
  + Distance to the goal measured in %
  + Displaying success when reaching 100% distance to goal

The programmer will need to code the following (time to complete 1 day)

* Code in the new maze
* A method that shows the players current x and y position and updates to the HUD
* A method that calculates the distance from the goal
* Logic that determines when the player has reached the goal

## Design

The design and build of a new maze are to be constructed. The level designer will draw out an intriguing maze for the programmer to implement into the game. The maze will have one direct root for success. Success is achieved by the player reaching the end point of the maze. Time for completion 1 day.

Design a HUD for the player to know their current position (x and y). The HUD also needs to show the player the current percent that they are from the goal. Time to complete 1 hour.

## Testing

Once the new features are in place testing will be done to check the performance of each feature. Time to complete 1 day.

* The HUD
  + X and Y updates as the player moves
  + The percent too goal adjust as the player moves
  + Success is displayed when the player reaches 100%
* New Maze
  + All outside walls are one color and inside walls are another color
  + There is only one open path to the goal
* The game ends
  + Make sure the game ends when the player reaches 100%