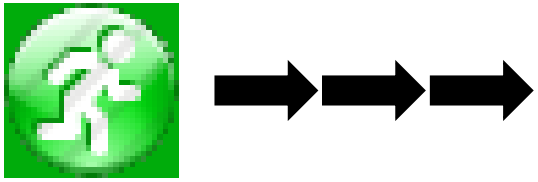
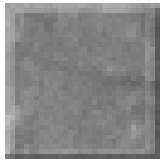
Trivia Maze Game

Team Triploblastic: Andrew M., Ana K., Kevin R., Kale S.

Code Overview:

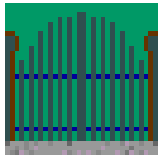
- 4 Main Packages:
    1. MazeGeneration
    2. MazeGame
    3. MazeRoomLogic
    4. TriviaQuestions

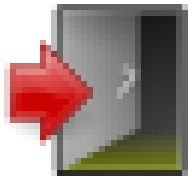


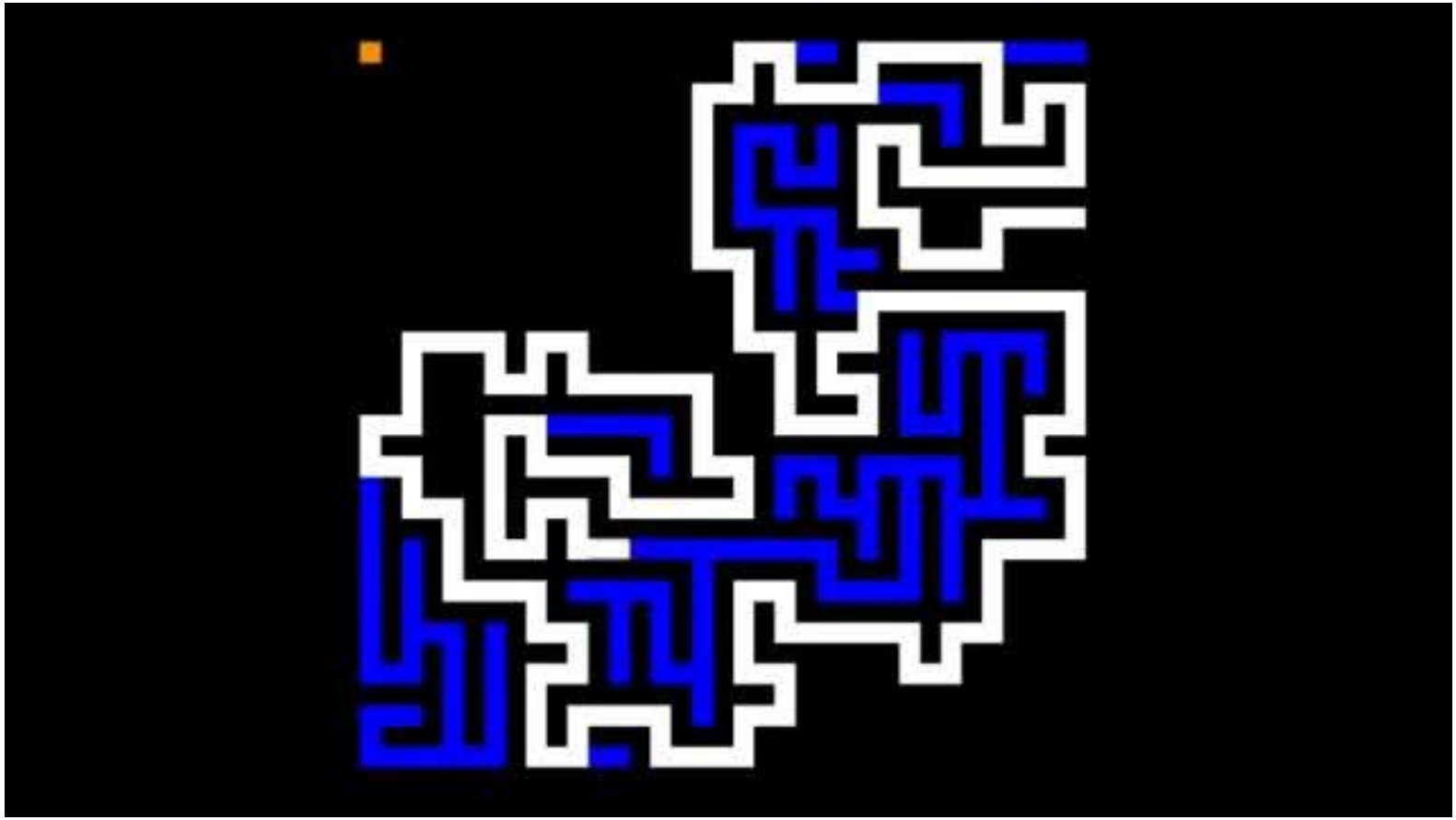


MazeGeneration

- Uses RoomType enums!
  - Adds *communal* logic
- Uses Depth-First-Search Algorithm
  - Begin with a solid block
  - Carve a path for as long as possible.
  - Backtrack if you have to
  - Add gates along the way
  - Place your start and exit

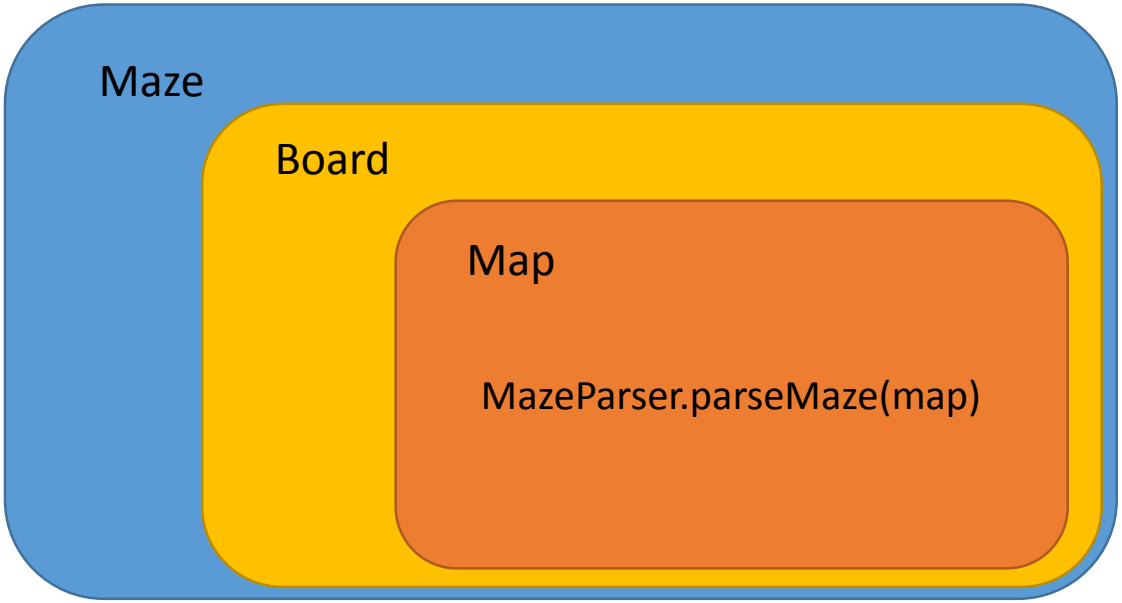






MazeGame

- Some kid from helped us out!
- But we did *soooo* much more…



…we parsed the maze into MazeNodes!

- MazeNodes reference nothing beyond their *immediate* neighbors.
- They don't know they are a part of something *bigger* (ie the Board)

Each MazeNode has a MazeRoom.

Each MazeRoom has a **BEHAVIOR**

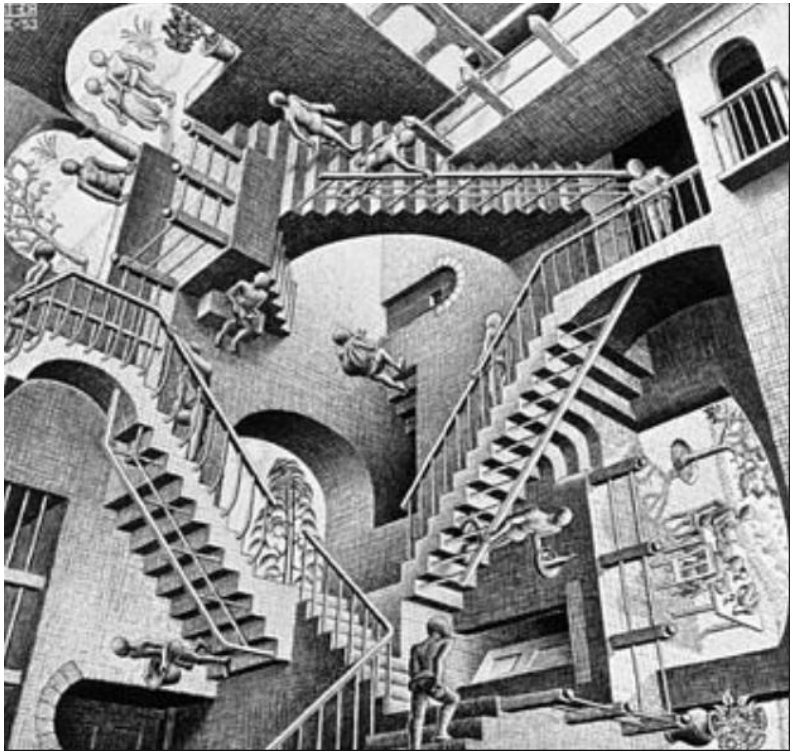
Specifically, each MazeRoom has an…

EnterBehavior

Here, drink this.

- Giving the MazeRooms behaviors *simplifies* the Player object
- The Player becomes a true pawn, who's attributes are acted on by *outside* forces.

Those outside forces are **MazeRoomLogic**



TriviaQuestions

- Have a Prompt & AnswerSet
- The prompt is mostly GUI.
- The answerSet is mostly Strings.
- Generated by QuestionFactory
  - Has a DB Manager

Insert demo here