

Trivia Maze Game

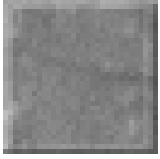
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Code Overview:

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

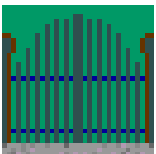




MazeGeneration




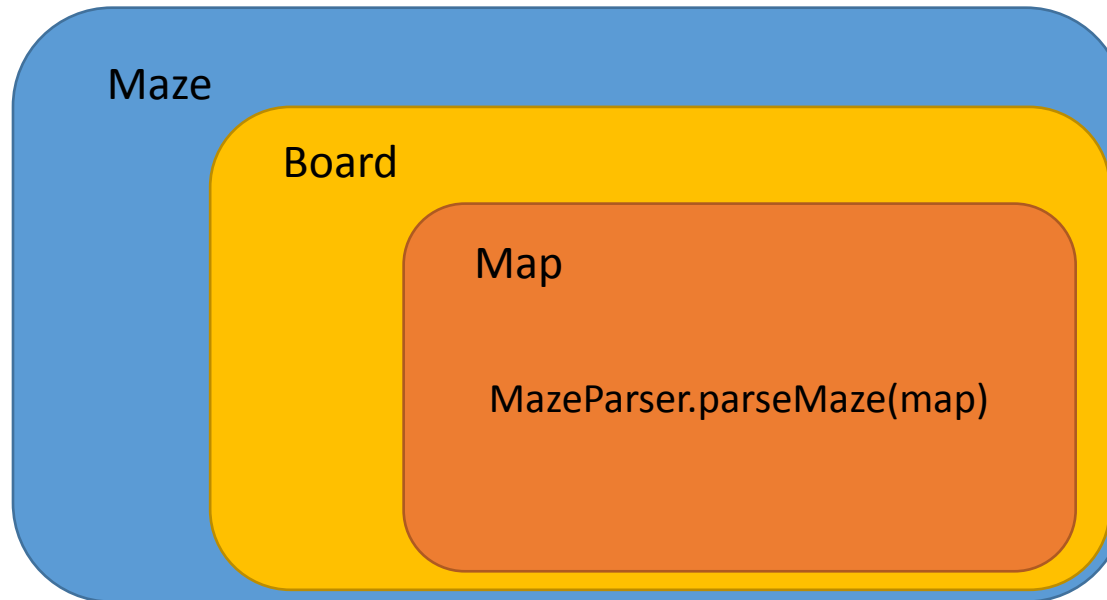
- Uses RoomType enums!
 - Adds *communal* logic
- Uses Depth-First-Search Algorithm
 - Begin with a solid block
 - Carve a path for as long as possible.
 - Backtrack if you have to
 - Add gates along the way
 - Place your start and exit





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...

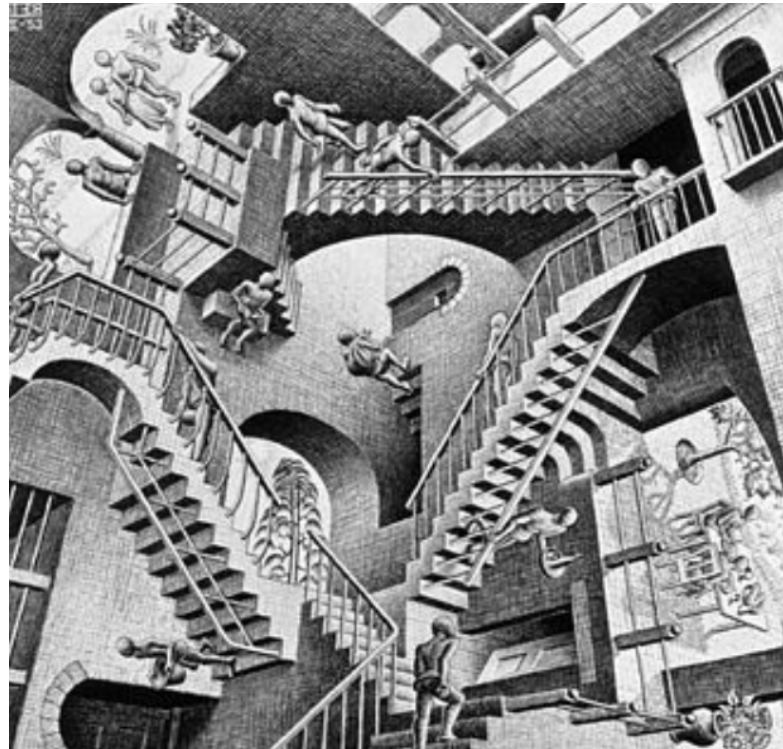
EnterBehavior

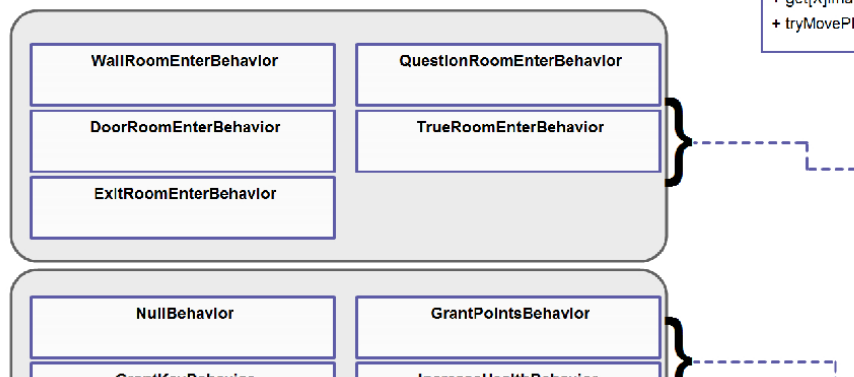
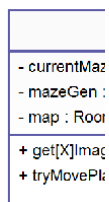
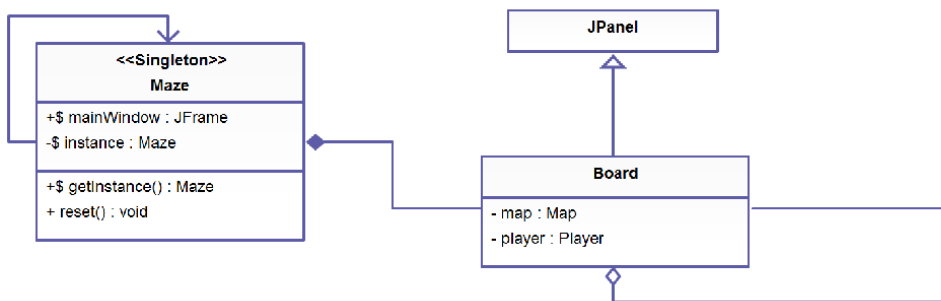
Here, drink this.

- 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