THE RANDOM MAZE GAME

By David Armour & Tyson Hofstetter

WHAT IS IT?

- The Random Maze Game is a game which can be played in Terminal.
- It is written in Ruby.
- It is an awesome game which is curing boredom everywhere.

ABOUT THE GAME

- A maze is randomly generated which the player has to quickly navigate through. The faster the player makes it through the maze the higher the players score.
- There are 3 difficulty levels. Easy, Medium and Hard. The size of the maze changes depending on the difficulty level.

RANDOM MAZE GENERATION

Recursive Backtracker Algorithm:

- Uses a stack to keep track of previous cells
- When hitting a dead end returns to previous cell until another path can be started.

THE CHALLENGES

- The hardest part was the random maze generation
- Fixing our endless recursion nightmare.
- Finding out how to use the arrow keys.
- Making the player icon unable to move through the walls.

FAVORITE PARTS

- Playing the game.
- When the maze started randomly generating.

ETHICAL ISSUES

• It is taking over the world and destroying lives because it is so addictive.