

Fire The Maze

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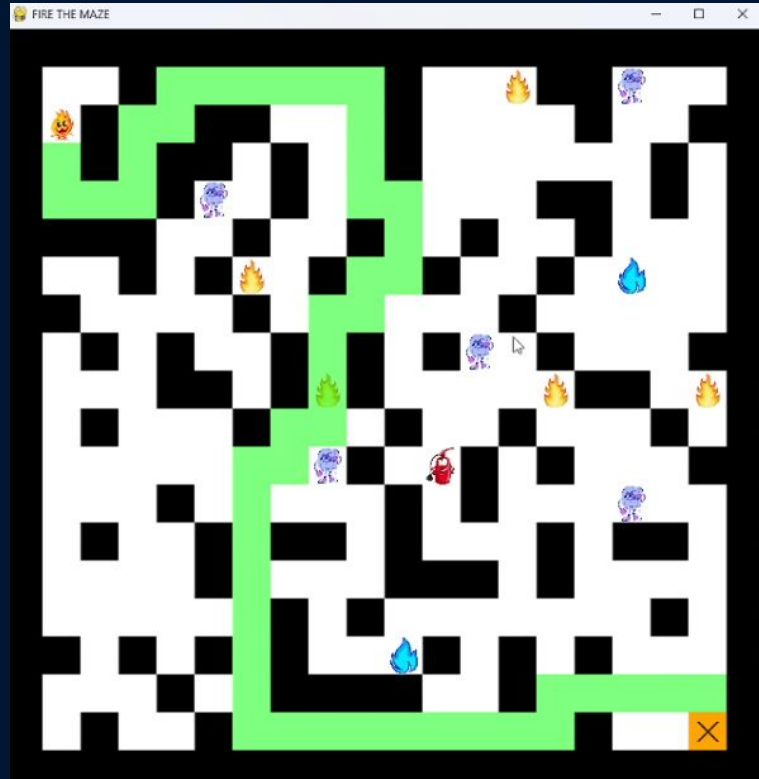
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Game Overview

- **2D maze adventure game**
- **Play as "Firey" - a brave flame seeking escape**
- **Core Mission: Collect lost flames, avoid water enemies, find the exit**
- **Strategic gameplay combining collection, evasion, and pathfinding**



Our Hero & It's Enemies

Fiery - Our Hero

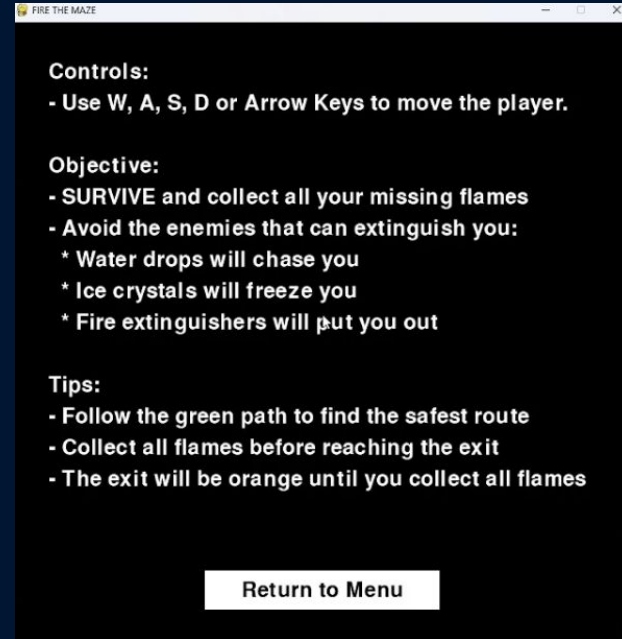
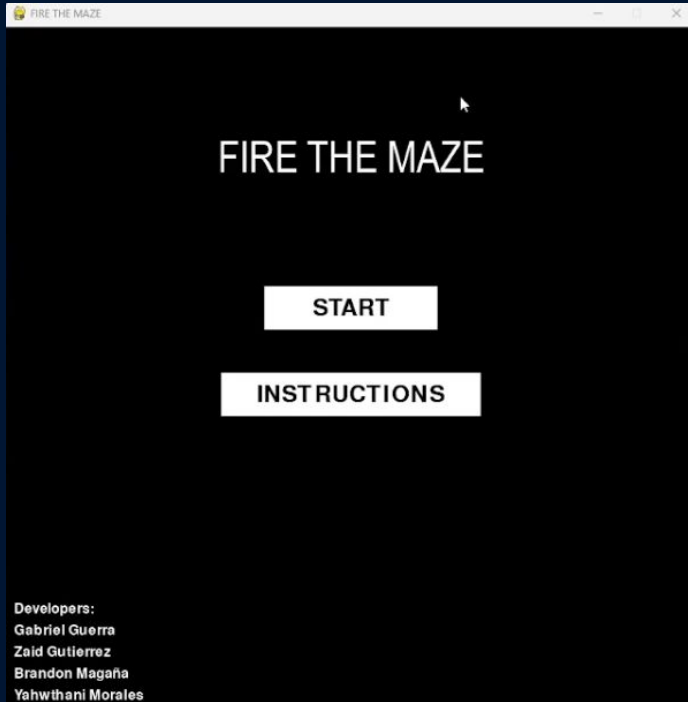
- A determined flame separated from their power
- Last hope for the fire world
- Must recover strength by collecting lost flames
- Trapped in a maze by water enemies

Enemies

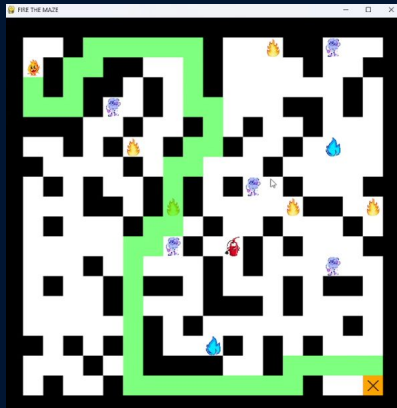
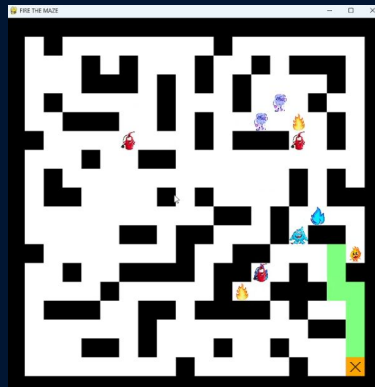
- Water enemies
- Ice Enemies
- Extinguisher Enemies

Game Scenes

Menu/Instructions



Maze



Win/Lose



Core Game Mechanics

Movement Controls

- W: Move forward
- A: Move left
- S: Move backward
- D: Move right

Power Up System

- Green flames grant temporary immunity
- 5-second power-up duration
- Enemy elimination capability

Flame Collection System

Technical Implementation

Maze Generation

- Grid-based initialization
- Randomized recursive backtracking
- Path density optimization
- Neighbor validation system

Path Finding

- Dijkstra's Algorithm implementation
- Dynamic shortest path calculation
- Priority queue system
- Path reconstruction

Enemy Ai

- Steering Behaviors
- Flee mechanics
- Seek mechanics

Victory Conditions

- Collect all scattered flames
- Follow optimal escape route
- Reach the exit point
- Avoid enemy contact