**Programming Project Report V**

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**Problem Statement:**

For the fifth assignment, we were to design a video game (MazeWorld). Which allows the player to interactively explore a defined maze, the project was to give us experience with textures.

**Design:**

I used the texture3 as a template since our project had some similarities, after understanding how it works that is when I started on my project. I used a couple of functions from texture3 mainly, init\_texture() and the block() functions.

**Implementation:**

I first started by reading and saving the text file, after that my second approach was to draw the saved maze on the platform and then the remaining part was the interactive one.

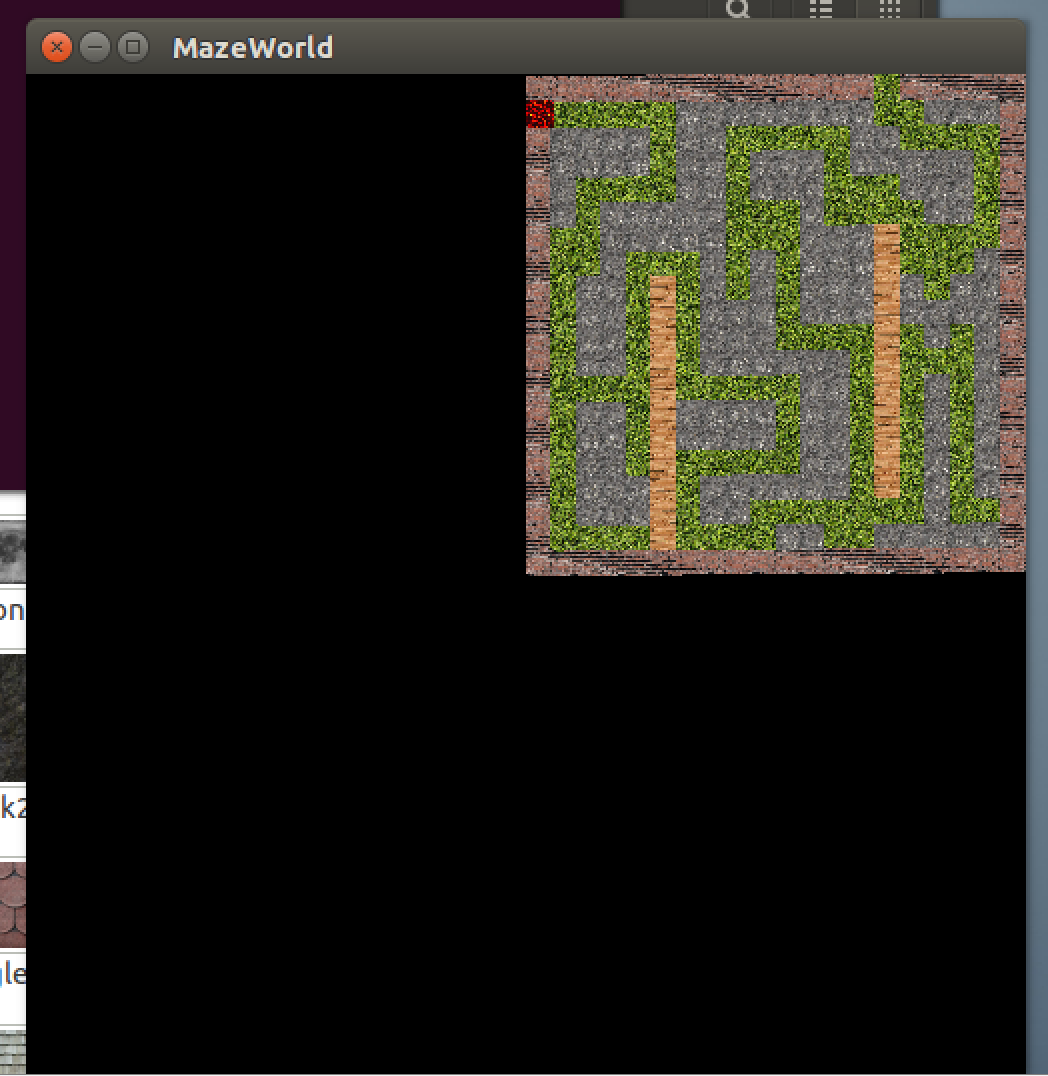
**Testing:**

I first tested that the file was being read as it was supposed to, then I saved the file in a 2D array and printed it out. My last test was to draw the maze and check for colusions.

**Conclusions:**

I was able to figure out why the maze was not redrawing itself after a keyboard call, and It was because I was only opening the maze in the display function. Due to lack of time I could not figure out the collision.

**Testing:**

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