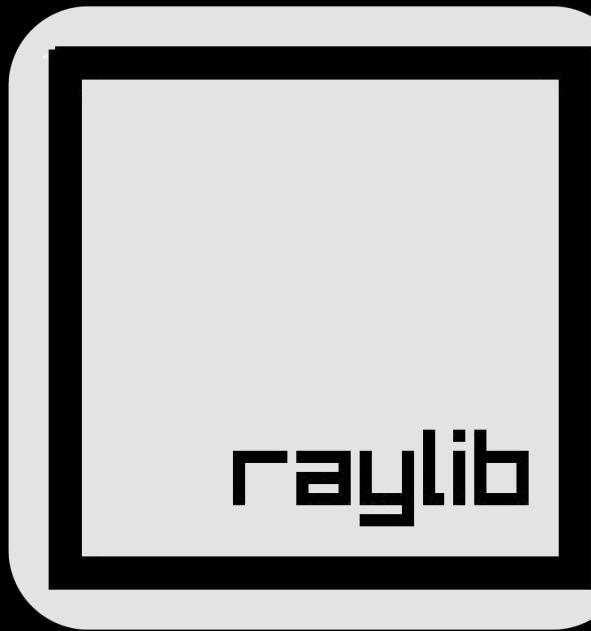
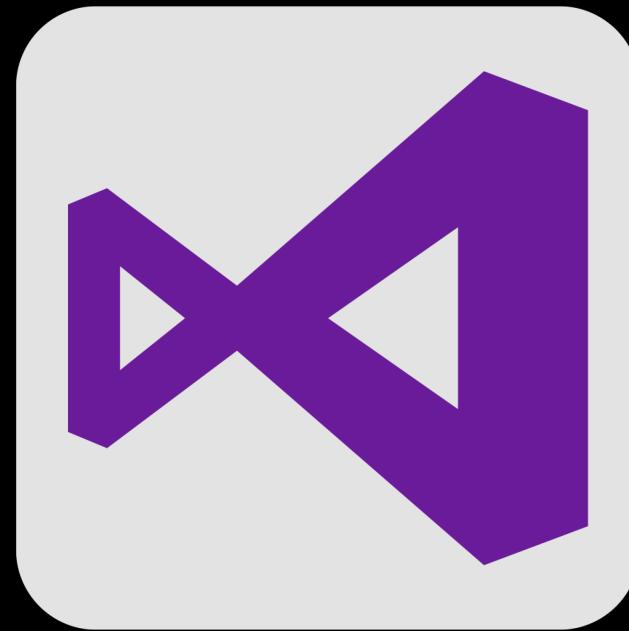


2D MAZE GAME

By

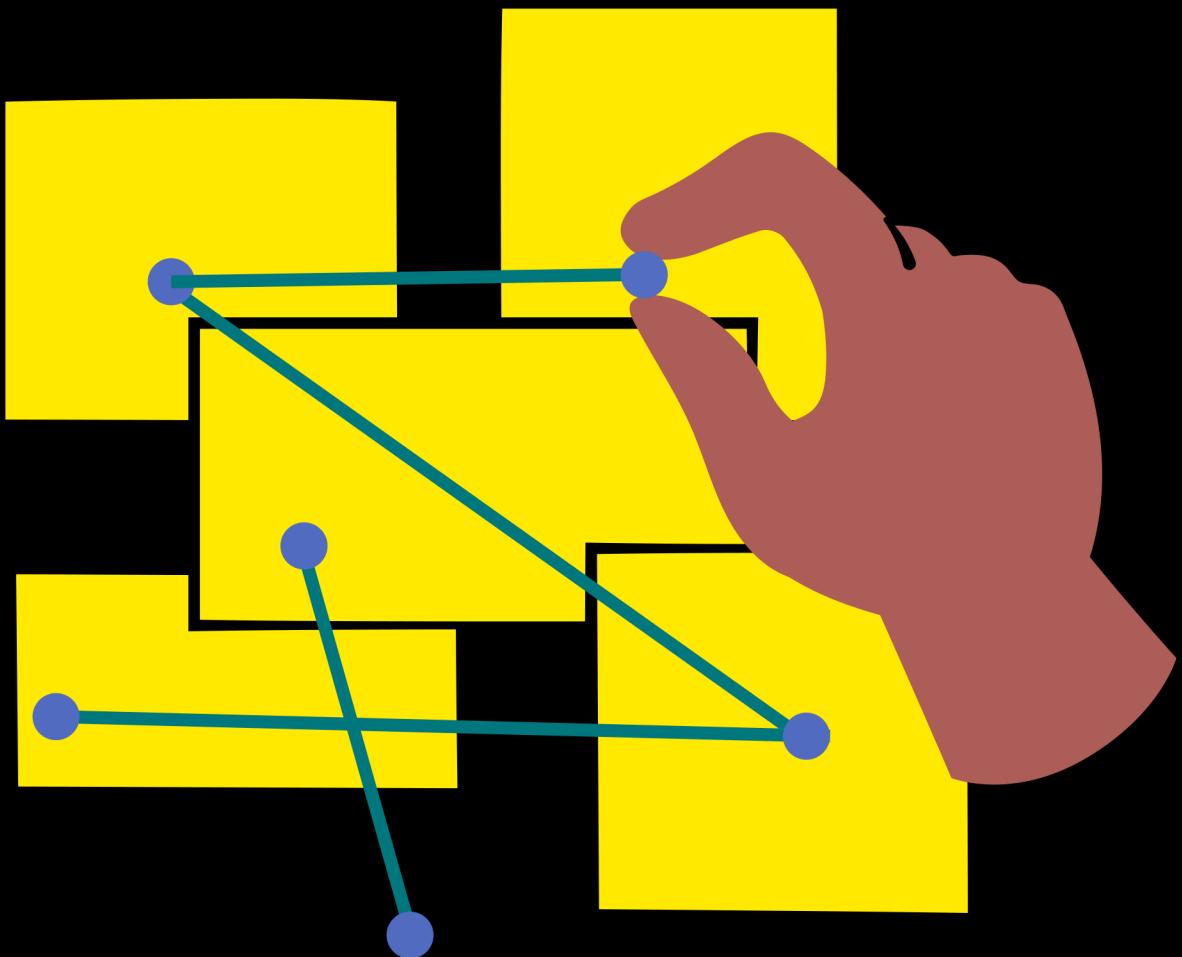
Muhammad Abubakr Hashim

Software and Language Required

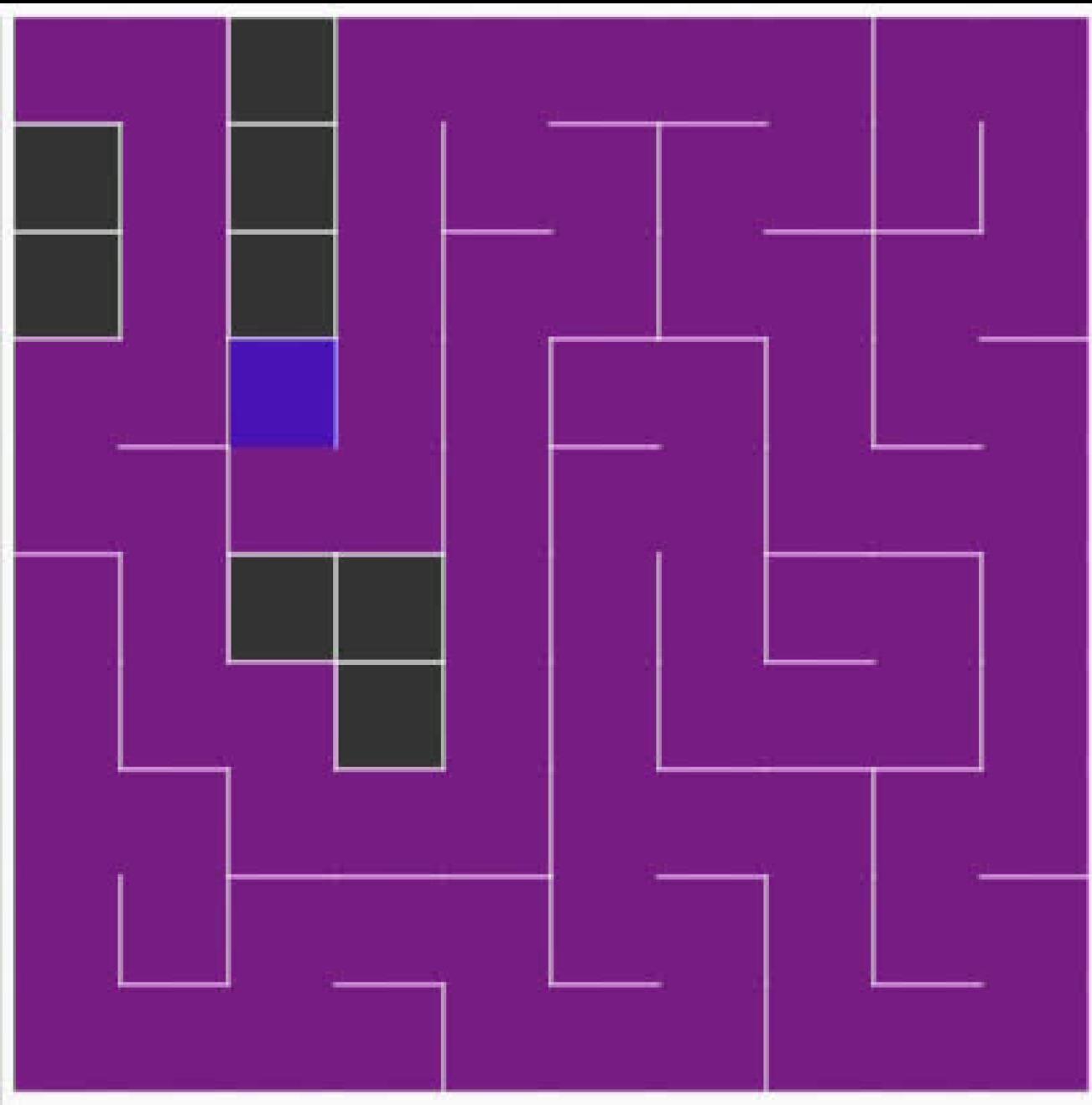
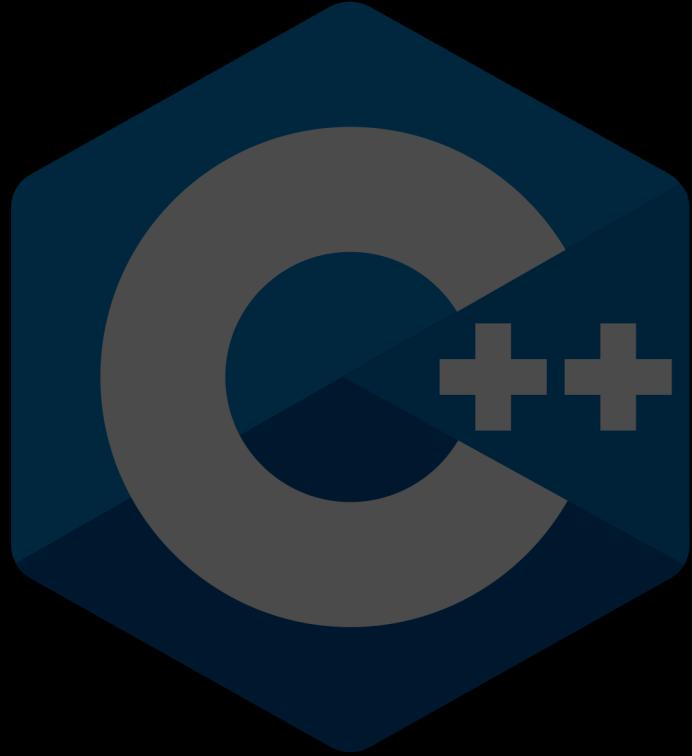


Maze Generating Algorithms

- Hunt & Kill Algorithm
- Binary Tree Algorithm
- Depth-First Search Algorithm



Maze Generation



p5*

Game Features

- Random maze generation everytime
- Players control using arrow keys
- Highlighted Destination Cell
- Congratulation Screen
- Restart option as the game end

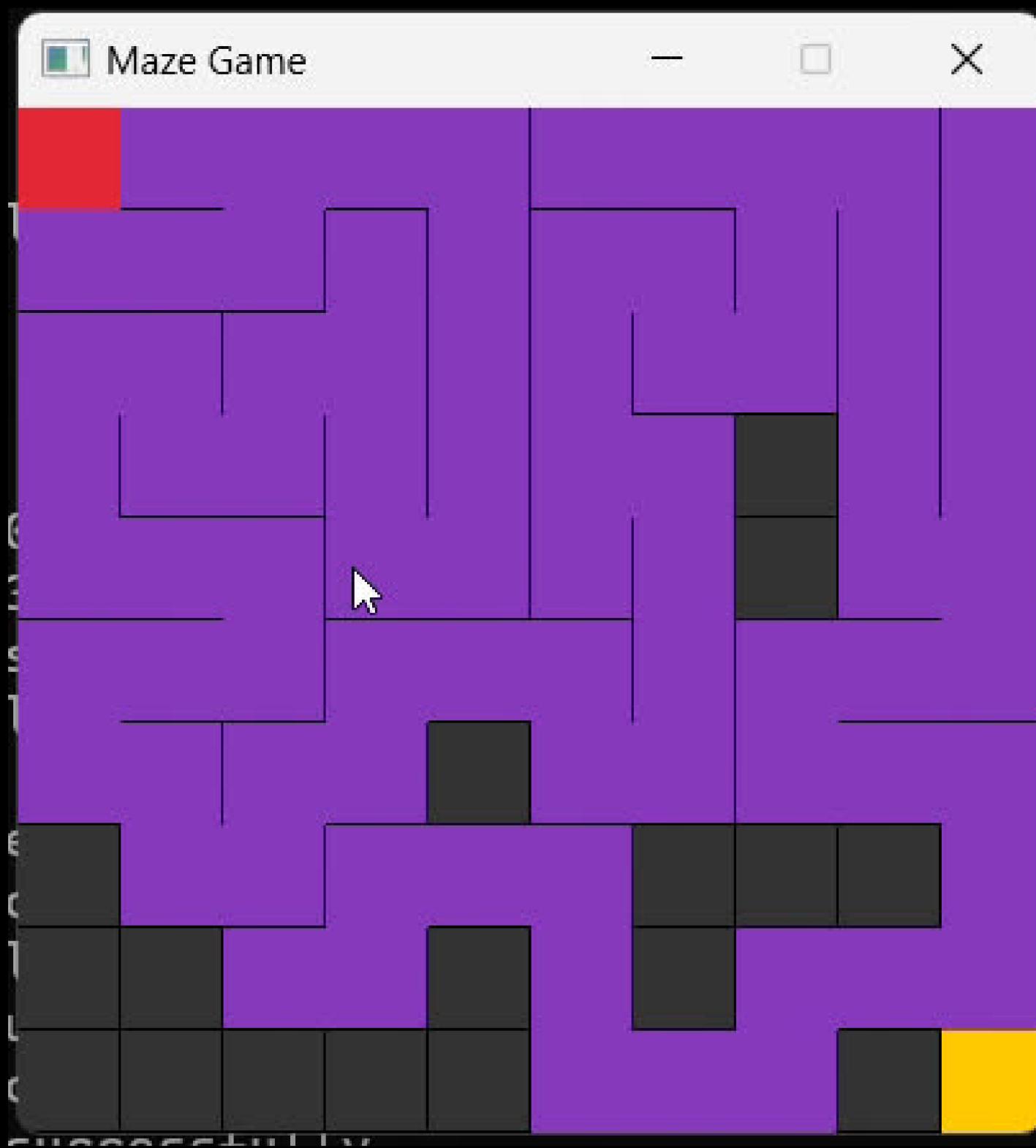


Future Enhancements

- Adding sound as the player strikes the wall
- Add a stopwatch
- Integrate Arduino and ADXL 335 to define player movement
- Add a feature to play music as the player wins



Demo



Thanks