Maze game

Functional requirements:

1. Shall print out 10x10 game field.
2. The field should consist of 0 (empty cells), /(walls) and 1(player).
3. Player should be able to move only to an empty cell.
4. The program must prevent player for making an illegal move e.g. going out of the game field/moving through the wall.
5. The program must check if user input was correct and make an appropriate action.
6. The program must allow user to exit game at any time.
7. The program shouldn’t allow user to make incorrect inputs.
8. The program shouldn’t throw exception errors if user tries to make an illegal move.
9. The program must have a winning point.

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| **Subject** | **Action** | **Alternative** |
| Program | Create a 2d tile array |  |
| Program | Print it out on the screen |  |
| Program | Tell user to make his turn |  |
| User | Decide which way to go(w,a,s,d). Press enter |  |
| Program | Read user input |  |
| Program | Decide if the move is legal |  |
| Program | Move player (1) |  |
| Program | Check if user won the game |  |
| Program | If player won the game, tell him that he won the game  If player didn’t win the game, offer him to make a next turn |  |

Classes

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| **Class name** | **Purpose** |
| Game Rules | Contains methods to check whether the move is legal or not and to check if the game was won |
| Field | Contains all of the tile objects in 2d array |
| Player | Contains methods which allow user to manipulate his character object and move it across the field |
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