

MAZE ADVENTURE –Maze Solver Game

● Project Maze Adventure –Maze Solver Game

● Overview of the Project

Maze Adventure is a Python-created terminal-based maze exploration game. Players navigate the maze employing keyboard inputs. Aim to arrive at the exit indicated by 'E'.

The project further features an AI-driven solver that determines and shows the route from the player's current location to the exit by employing the Breadth-First Search (BFS) algorithm. This showcases an application of pathfinding methods and analytical problem-solving, within a grid-style environment.

● Features

- Controlling player movement, with W, A S D keys
- Exit based goal system
- AI-powered solve option to display shortest path
- Breadth-First Search (BFS) algorithm for pathfinding

- **Wall collision prevention**
 - **Boundary checking for safe movement**
 - **Replay option after completing the maze**
 - **Terminal-based interactive interface**
 - **Error handling for invalid inputs**
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● **Technologies / Tools Used**

- **Python 3**
 - **Breadth-First Search (BFS) Algorithm**
 - **`collections.deque` for queue implementation**
 - **OS module for screen refresh**
 - **VS Code / Terminal for development and execution**
 - **Git & GitHub for version control**
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- **Steps to Install & Run the Project**

1. **Clone the repository:**

```
git clone <your-github-repository-link>
```

2. **Navigate to the project directory:**

```
cd Maze-Adventure
```

3. **Run the game:**

```
python maze_adventure.py
```

- **Instructions for Testing**

Manual Testing Process:

1. **Start the game and verify the maze loads correctly.**

2. **Control the player, by using:**

- o **W (Up)**

- o **A (Left)**

- o S (Down)**
 - o D (Right)**
- 3. Attempt to move into walls to confirm collision prevention.**
- 4. Type solve to display the AI shortest path.**
- 5. Try reaching the exit to verify victory condition.**
- 6. Select replay option to test restart functionality.**
- 7. Type q to confirm quit functionality.**

Expected Results:

- Player is unable to move through walls.**
- Game remains stable when given input.**
- The AI accurately shows the route.**
- Finishing the exit initiates a success notification.**
- System operates smoothly without errors.**