

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.