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APCS pd06
Final Project propro
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Our final project is to create a Deep Dark Mysterious Maze. It has an interactive feature where the player gets to determine which path they wish to take. The goal is to get to the exit without dying. However, the player will encounter many challenges and monsters along the way. For example, we are planning to have a factor containing their health points (hp) as well as attack points, which will be boosted by weapons they find in the caves or nests. They will also meet wise wizards who will grant them a potion that offers hp or special power that can allow them to bash their way through a dangerous scenario.

Only the strongest and luckiest player will make it through alive. If they run out of hp before finding their way out of the maze, alas, they have lost the challenge and will join the groups of failed explorers (and will be publicly humiliated forever).

To keep track of points, weapons, and special powers, we will use stacks. Each weapon the player chooses to be used will be the last one the player collects. Therefore, they must be wise about the weapons to implement against monsters.

Things to make:

- A stack for collecting them weapons and powers (separate one for each?)
- Woo the launchpad + where the interactive part goes
- The maze
- The monsters, wizards, magical creatures and beings of all kind

Ideas if we have time:

- Create a Day/Night Variable
 - There is a certain amount of moves allowed during daytime. Once those moves are used up, it becomes night.
 - Maze switches configuration during night time
 - Players reset to safeplace once they run out of moves and they play on
- Create more levels and variety