

Here are things I implemented within my program that I would like to be considered for extra credit:

- Create a very user-friendly game. I provide instructions/small prompts while the user is playing the game to explain what they need to do. I account for the user selecting new game/save game/load game/quit game/exit at any point in the game.
- Created a nice flow. When opening the program, the user sees a 'welcome' menu with shortcut options to start a new game or load a game.
- Researched how to implement Serializable in order to save and the load the state of the game
- Displayed the current room the user is in, as well as where they are currently within the maze. This is updated every time they enter a new room.
- Added some background music to the program, including volume control
- Added on-theme images for the current room, maze display, game over, and won-the-game elements
- Created 100 trivia questions, more than what is most-likely needed to play the game. Made it so the questions are selected from the database randomly. I also keep track of which questions have been asked, so as long as the user answers 100 questions or less, they will not be asked the same question more than once.