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Major Project Step Two

My project I am proposing is a game of One maze that implements a key based system to unlock the exit where you must collect a rectangle object from a stack and once you collect them all they open the ending area. Each maze will include 2 rectangle arrays that will store the vertical a horizontal wall within the maze as well as 2 rectangles that designate the start and stop points in the maze along with the player rectangle that will always start on the starting rectangle. The collisions are activated by Boolean statements that initiate if statements to actively check if there is any kind of collision present (will possibly be in a separate class so all three mazes can use it recursively). Within the maze there will be a running timer at the bottom left of the screen where it starts once you leave the set starting location and will stop once you have reached the designated end. Once the timer is stopped the user will be prompted that the maze has concluded, and their time will be saved into a text file. The text file is linked to the leaderboards screen where it will print the top 10 times and the initials inputted for those times the player had achieved while completing the maze. The leaderboards will be created by using a sort method where the times and initials get sorted into the top 10 format and any time below that will be appended from the text document to ensure that the document doesn’t become a large sized text document. Another item in the project is the how-to scene where it describes the step by step instructions on how to play as well as navigate through the leaderboard menus.