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Project Proposal

Open Source Engine: godot v3.0.6 https://godotengine.org/download/linux

For this project we have chosen to make an open source game using the Godot engine v3.0.6. We will be using the library's and tools available in the engine, and we will be using the GDscript language. The GDscript language Godot's scripting language that is very similar to python. The game will be similar to the board game Labyrinth in which players move rows and columns in a maze in order to reach their goals. In our game turns will consist of two actions, a tile shift and a move. The player first shifts an entire row or column in order to change the labyrinth, then the player has the opportunity to move one space if available. After the first player has gone either a second player or an AI will take their turn. If there is no second player, an AI controlled enemy has an opportunity perform the same actions as the player. The goal of the game is to be the first player to reach the center of the board. All tiles have the possibility of being moved except the center of the board.

The game board will be randomized each time that the player starts a new game. The goal, player and AI will always start in the same position, but the placement of the walls will be different each time.

Below is a sample turn the player can make during a game. The player shifts column 2 then moves up. The AI will then take it's turn. The game will go back and forth until there is a winner.