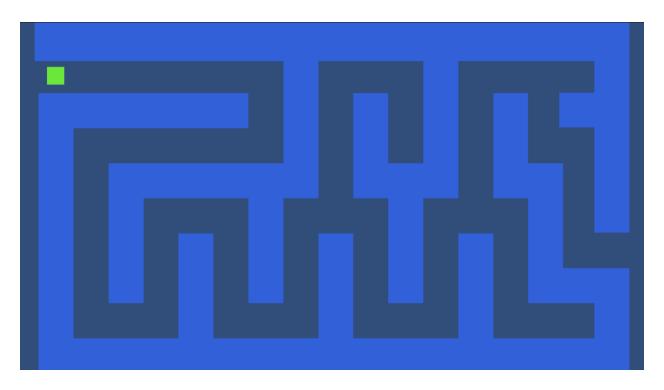


GAME PROGRAMMING (CSCI 2413/01) Spring, 2022

Homework 01



Build a maze like the maze above that allows a character to move through the maze by using the arrow keys.

Rules:

- Player cannot move through the walls.
- Player should be able to navigate through the maze using the arrow keys