**Maze Game API**

This API will produce a maze game where the user tries to navigate obstacles to hit their target. Once the target is hit, more obstacles will randomly spawn and the target will randomly respawn.

Below you will find a table of the methods provided for you along with the functionality and return type of each:

|  |  |  |  |
| --- | --- | --- | --- |
| Method Name | Return Type | Args | Desc |
| SetSpriteImage() | **Void** | **String URL,**  **int RotationCorrection** | **Sets the image of the sprite and lets user correct image rotation.** |
| SetObstacleImage() | **Void** | **String URL** | **Sets the image of the Obstacle.** |
| SetTargetImage() | **Void** | **String URL** | **Sets the image of the Target.** |
| SetColorScheme() | **Void** | **Color NewBackgroundColor,**  **Color NewGameBoardColor** | **Sets the color of the window background and color of the game board or play area** |
| SetSpeed() | **Void** | **Int gameSpeed** | **Sets the speed at which the sprite moves. Input: 0(Slowest) - 3(Fastest)**  **Default: 1** |
| SetObstacleSpawnCount() | **Void** | **Int count** | **Sets the count of obstacles to spawn each time the target is hit**  **Default: 5** |
| KeyInput() | **Void** | **Scene scene** | **Adds key listener to user’s scene. User controls as WASD and arrow conrols.** |
| StartAnimation() | **Timeline** | **GraphicsContext gc** | **Will set up Timeline to run game animation after user passes their GraphicContext.** |

**MazeGame\_API.java – This is the API, DO NOT edit this file.**

**MazeGame\_template.java - This file inherits MazeGame\_API, follow TODO: comments to customize your maze game experience!**

**MazeGame\_Example.java - This file creates the game “Buoy Breaker” when running.**

**MazeGame\_Example2.java - This file creates the game “Tire Tracer” when running.**

**Example Results**

**A screenshot of a video game

Description automatically generatedA screenshot of a video game

Description automatically generated**