

The original idea was to create a treasure hunt game where the player conquers different tasks in order to get to the goal. The tasks in this case were answering different questions correctly and getting hints or clues on the next step to take. We had intended to have a designated path that had to be followed by the player, hence the need for the hints or clues on the next step to take.

Over time, we decided to do away with the defined path idea, and changed the game to a tileboard. The player now had to go through all the tile squares on the board while answering the questions generated from a Trivia API in google. We also introduced scores, lives and the ability of the tiles to change color based on the response received.

We are glad to report that the updates or changes that we made over the weeks gave us the outcome we hoped for and all group members are pleased with the project that we finally presented.