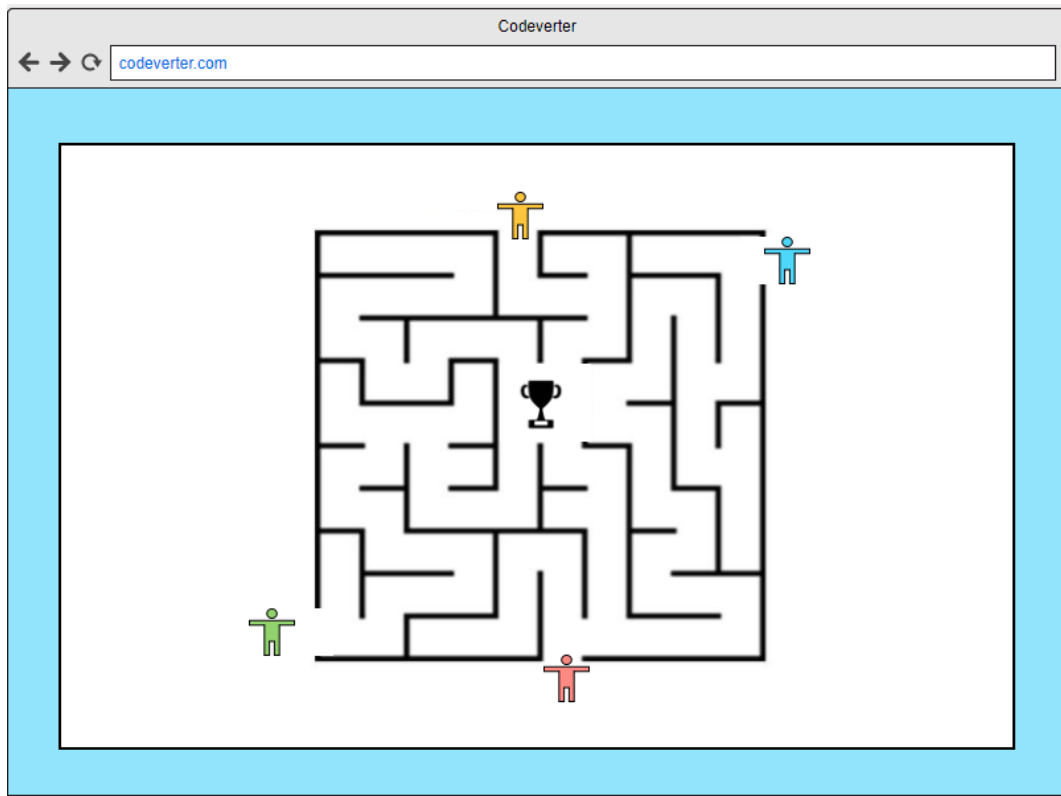# Maze Game
(Grades 4-5)

The class display screen will display all the players.

These player icon represent either an individual student or a group of students who are working together.

Students compete against each other to reach the trophy at the centre of the maze first.
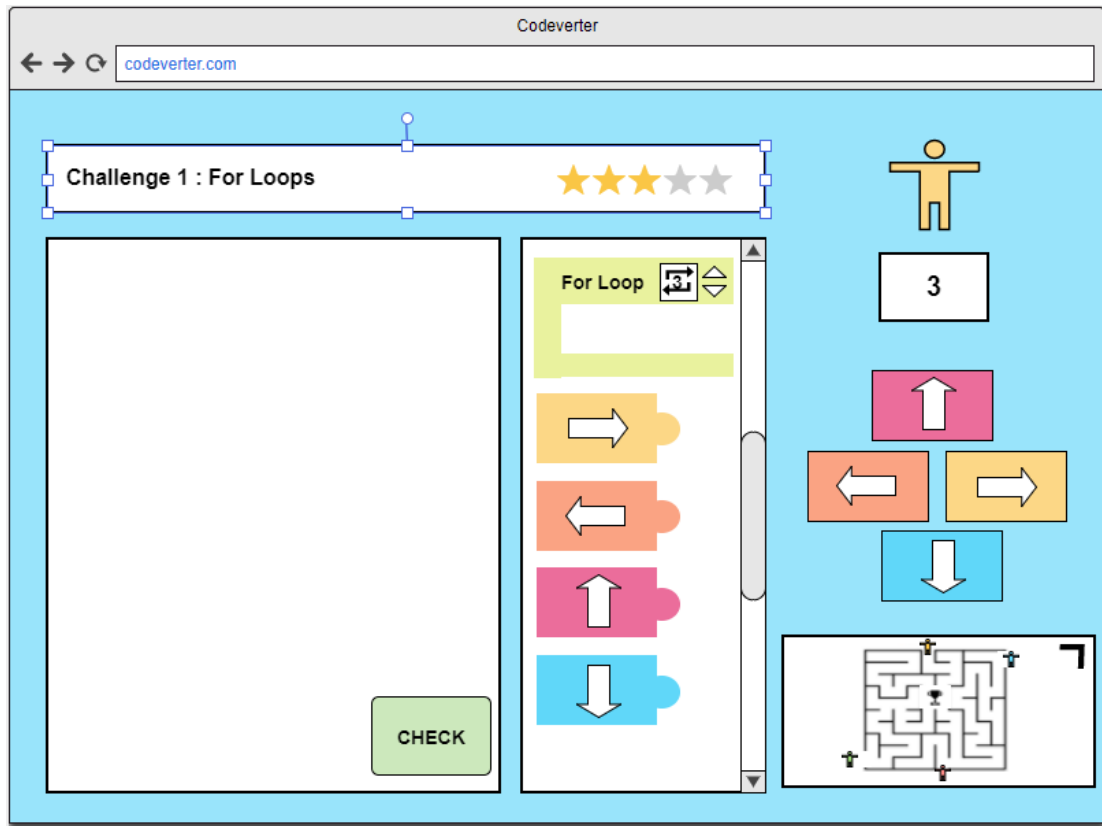

Figure 1: Class Screen

- Maze will use tiles so it's easy for players to see the number of steps required.
- Each player starts off at a different entry point to the maze.

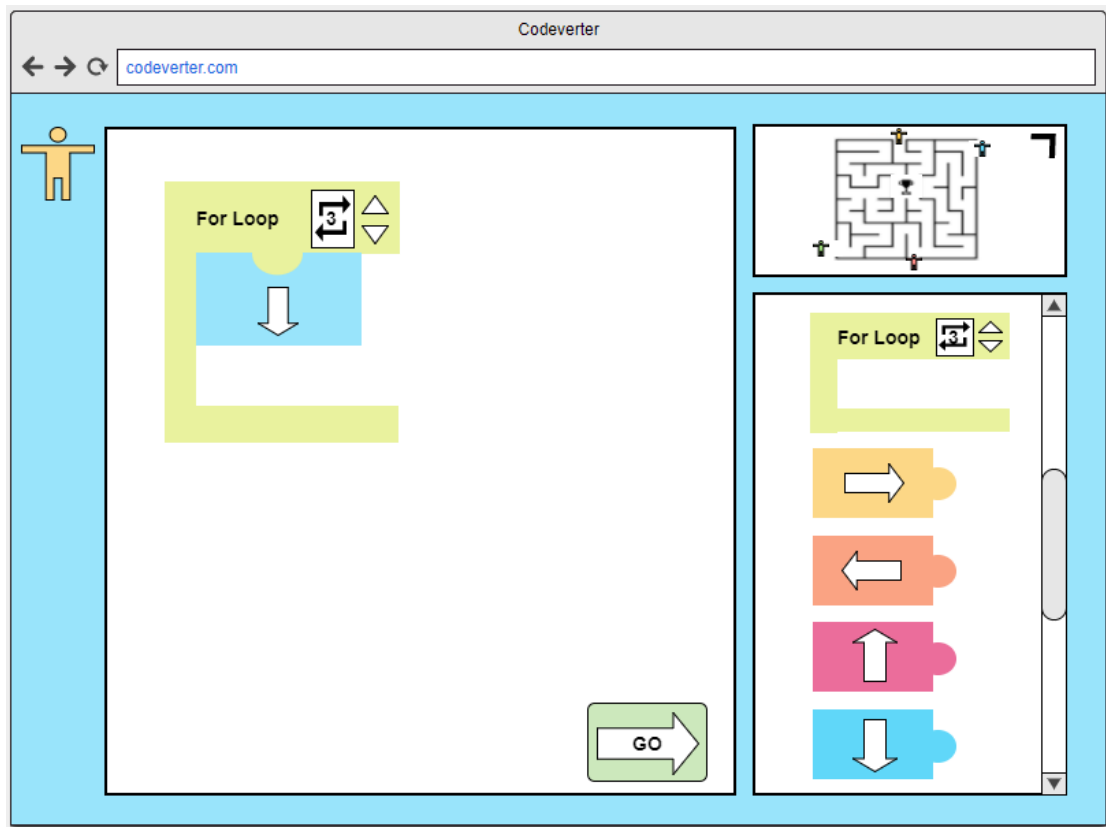Options on how the students will get the players to move through the maze:

1. A coding challenge and based on the question's difficulty it allows the player to take a number of steps through the maze.

Figure 2: Student Screen Option 1

- Stars represent the difficulty of the question and the number of steps that will be rewarded upon completing it.
- There will be a coding question given. Player has come up with the right sequence/combination of blocks.
- Feature to see the main class screen from the student screen. Feature is good for students that may not be able to see the class screen clearly/comfortably.

2. Based on the code that player comes up with

Figure 3: Student Screen Option 2

- Players have to create a script to get their player through the maze.
- With this option the output of the code will be more relevant to the actual game.

FEEDBACK RESULTS: