

Journey for Love-a maze game

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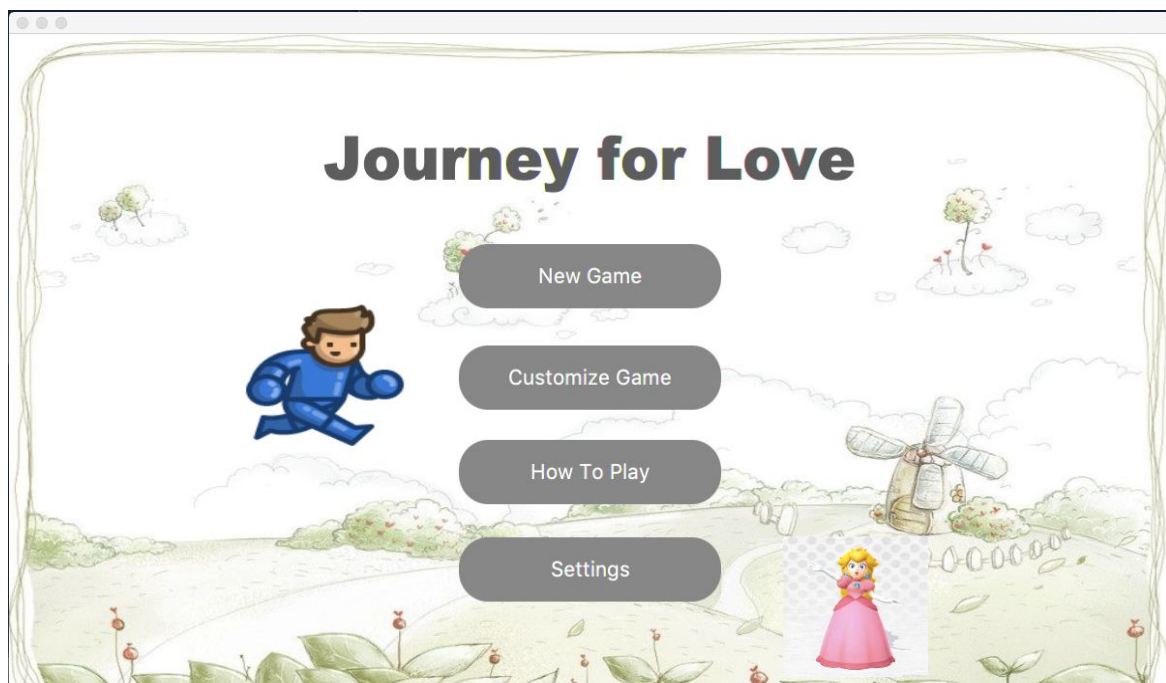
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This is the second version of our Maze.

For the main interaction, we use keyboard. For the different widgets, we use: Slider, drag & drop, MouseEvent, and KeyboardEvent, etc.

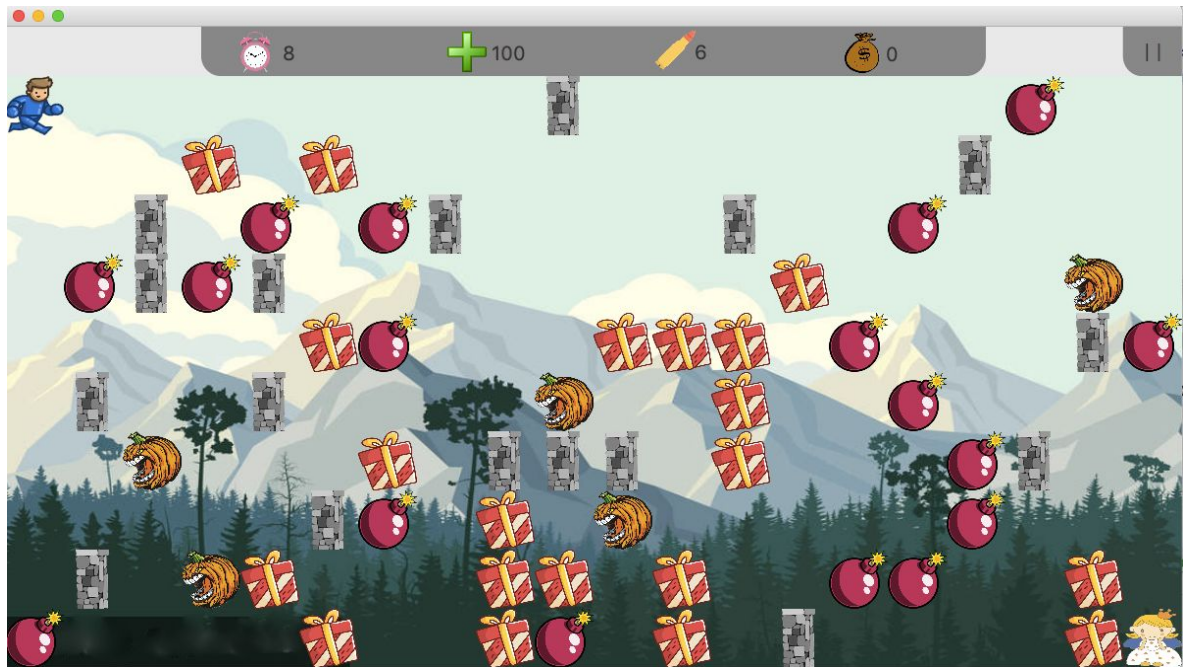
Our maze tells the story of the prince passing through obstacles and finally finding the princess.

The picture below is the homepage of our Maze. We have two main functions: New Game, Customize Game.



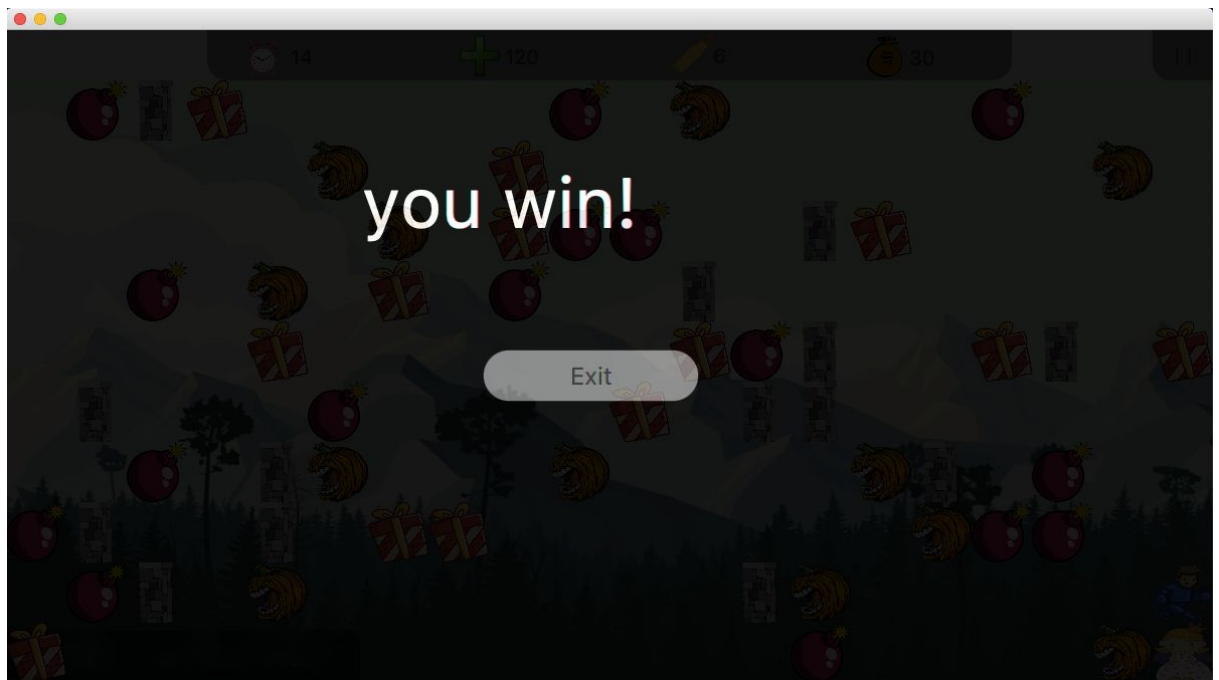
For New Game:

1. Each time, the system automatically generates a map.



For game rules:

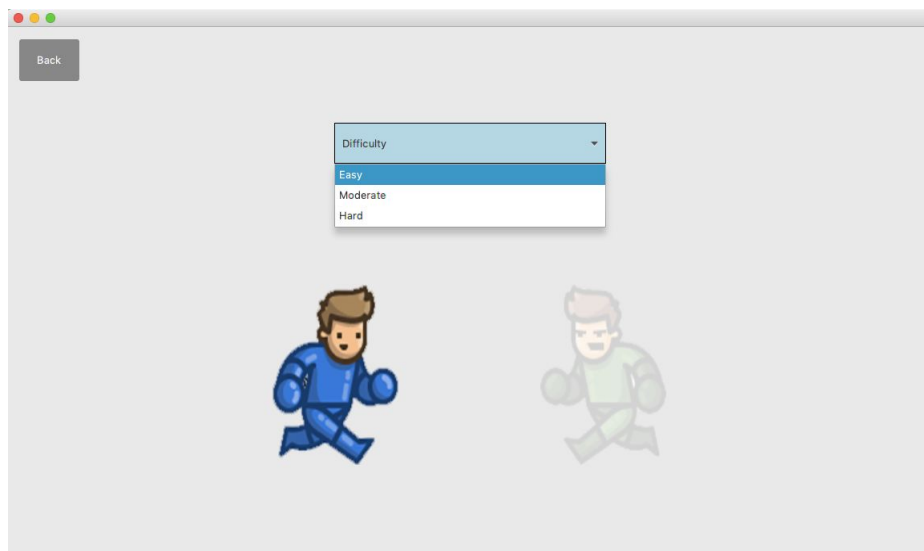
- We have four recorders: **timer**, **health value**, **bullet number**, and **gold coins**.
- We have three different objects:
the Pumpkin devil: After the user touches, the bullet is subtracted by 1.
Red bomb: After the user touches, subtract 20 health values
the Red gift: Gold coin plus 10, health values plus 20.
- If the health value, or the number of bullets, becomes a number less than 0, then the user loses the game.
- The user can pause the game by pressing the Pause button in the upper right corner.



When you win the game

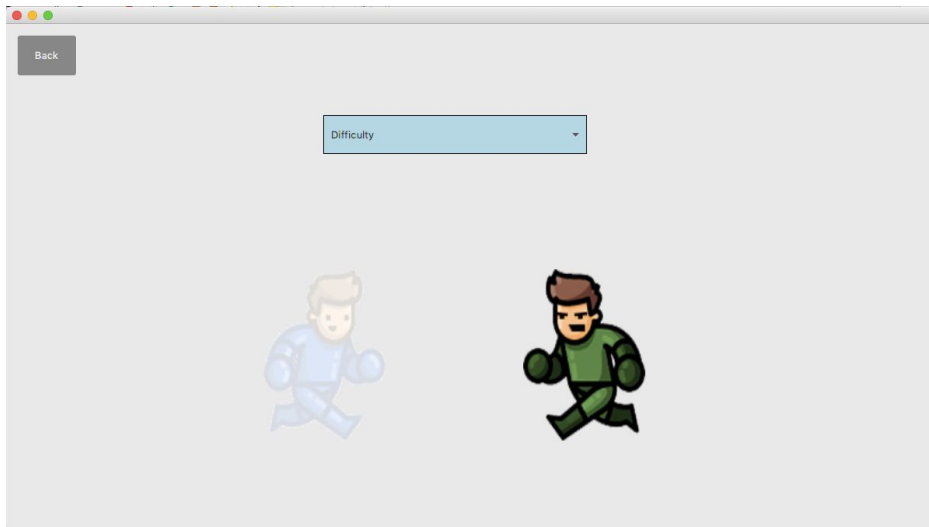
For Select the game level and Different character:

If the player does not want to play a custom level of the game, first, the user needs to enter the settings (the fourth in the home page)



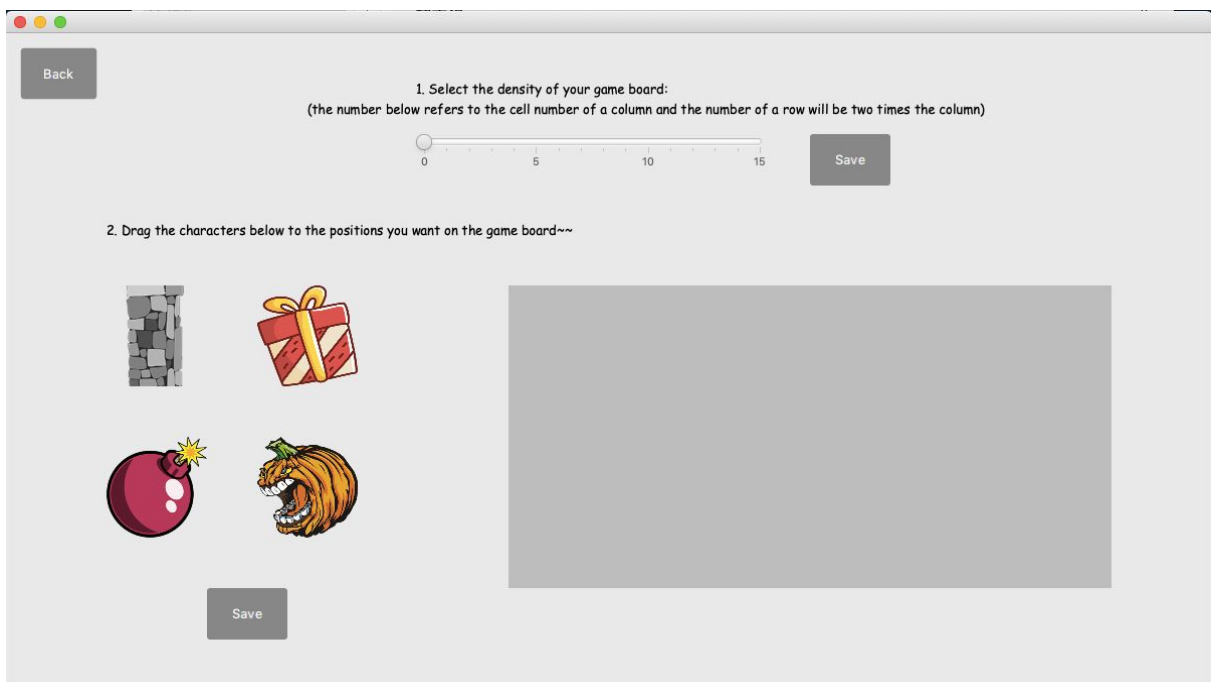
When in the setting, there are three level of the game you can choose: Easy, Moderate, Difficulty.

And Furthermore, Two game characters can be chosen: the blue Character, the green Character.

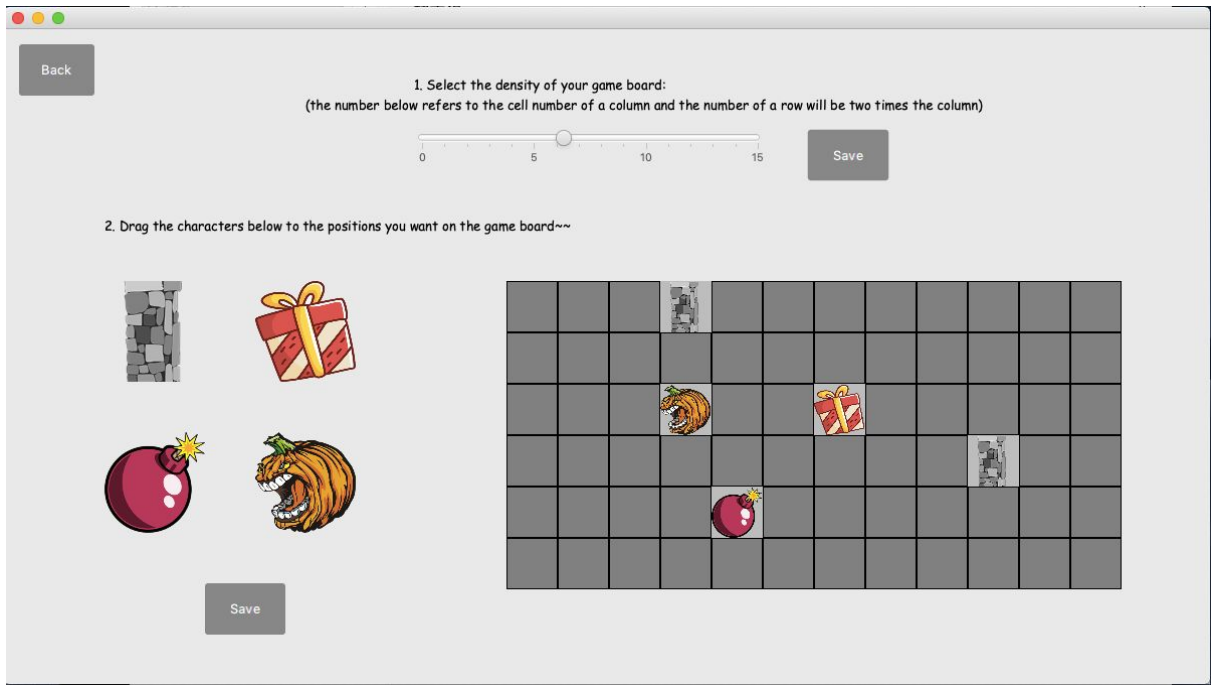


For Customize Game:

In the home page, click the “Customize Game”, then user can design his own map.



Use the Slider bar, define the size of the map. The user selects an item among the items on the left and drags it to a location he wants on the map. When the user is dragging, the squares on the map will turn green to help the user determine the location. Then click the “Save”.



User can play this map in the “New Game”.

