

# Quest 2 - Physics Maze

## **This Quest Entails:**

- Sprites/Graphics
- Level Design
- Player Control
- Physics
- Collisions

## **Summary**

You will construct a physics-driven game in which a player-controlled object must navigate a hazardous landscape to reach an end destination.

## **Core Loop Requirements**

### Inputs

- Keyboard Key "LeftArrow"
- Keyboard Key "RightArrow"
- Keyboard Key "SpaceBar"

### Actions

- Rotate Player Left
- Rotate Player Right
- Thrust Player

### Obstacles

- Touching Landscape Boundaries kills the Player
- Touching Obstacle Objects kills the Player

### Goal

- Reach the End Zone without Dying

## **Additional Quest Details/Requirements:**

- Project Name - "Q2\_LastNameFirstName"
- Screen Ratio should be set to 16:9
- Character Sprite
- Obstacle Sprite
- End Zone Sprite
- Keyboard Input
- Player Movement must be achieved through Physics
- Object collisions should be handled by the Physics engine
- Death restarts the game