

Dungeon Run

Created by:

Hana Dawson

<https://www.linkedin.com/in/hanadawson/> | Hdawsoncoder@gmail.com

Kaz Penn

<https://www.linkedin.com/in/kasmir-penn/a11127206/> | Kazpenn2020@gmail.com

Summary of the application

- A top-down dungeon maze game. Users will have to navigate through a maze as quickly as they can.
- We chose to create this application because of our interest in games. We feel this game is interesting since there are not very many simple maze games out there in the android stores, and it would be fun to have a competitive style maze game.
- The application functionality allows you to generate a maze based on difficulties 1-10, you can take the colored orb through the maze from start to finish using responsive touch arrows just below the maze view. There is also a leaderboard that allows you to see your fastest scores throughout the maze based on each difficulty level.

Content to improve

Eventually we would like to improve the application in a way that the maze itself cannot be viewed when the user is going through the maze. Instead, the user would only be able to view the spot in the maze where they currently are, where they have been, and where the exit is.

With this implemented, the arrow keys used to move around the maze will only show if it is a direction the user can move. With this implemented, users will also get a time limit based on the difficulty of the maze, and they must complete the maze in the time given.

We feel this would add to the uniqueness of the application and make it much more challenging and exiting to play.