Project Vision

I wish to create a simple game using PHP. The game will consist of a maze, on which a player controls a character. The maze is divided into tiles, placed in a grid. The goal of the game is to find the exit on the maze and move to the next maze. Whenever the character moves to the next maze, the player gets points depending on how many steps it took the character to reach the exit; the less steps used, the more points will be awarded. The character has a limited amount of moves. On the maze there is also hazards, which will consume extra steps to pass. When the game is over, the final score is shown to the player.

Definitions

MAZE AND TILES

A maze is the core view of the game. Here, the games main details are shown. The maze is divided into tiles on a grid. The character can move between the tiles of the maze, each tile taking one step away from the tile counter.

Each maze contains an 8x8 grind of maze tiles.

Each maze tile cons of a 7x9 pattern of ASCII characters. Each character has its own meaning. For example: # means wall, C means character, H means spike hazard and Q means exit.

An example tile:

```
##|     |##
##|     |##
##|    ——
##|C     H
##|    ——
##|     |##
##|     |##
```

This tile has a North, East and South exit. The character currently stands on this tile. The east exit has a spike hazard the character must pass if he/she wants to go that way.

CONTROLS

The controls is the user's way to control the character on the maze. The control consists of 6 buttons. One button in each direction, one button the moves the character to the next maze and one button that restarts the game. The controls are disabled if they cannot be used.

CHARACTER

The character is the "C" on the maze that the player moves using the controls. It could be seen as an actual character controlled by the user, or the players position on the maze.

HAZARD

A hazard is a point in the maze that, if the character passes over it, drains additional steps from the character.