



The Tragic Adventure of Cedric Diggory

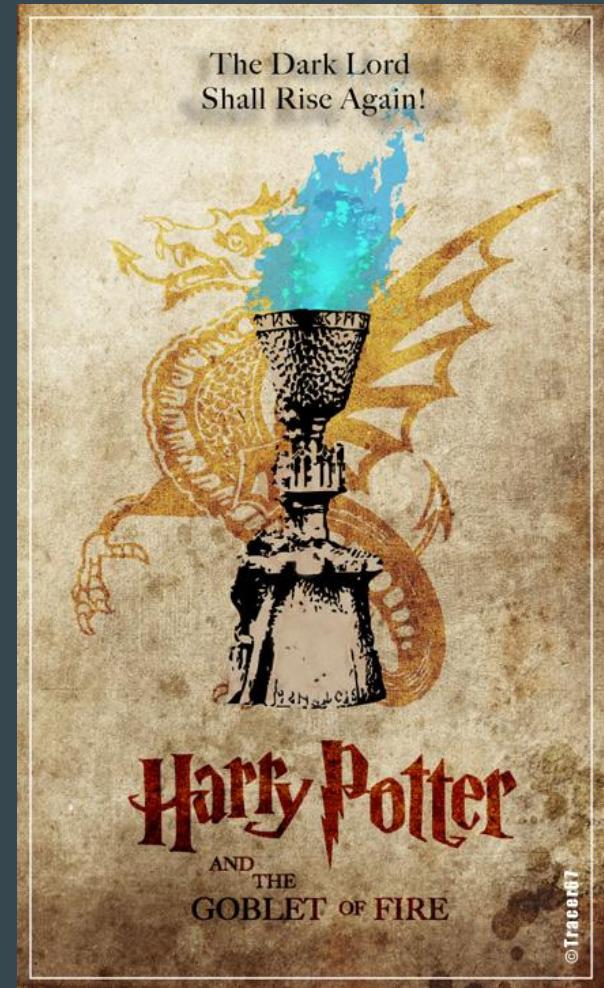
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The Story

- Inspired by *Harry Potter and the Goblet of Fire* (2005)
- Cedric Diggory's final test in the Triwizard Tournament: the Maze
- Ends poorly for Cedric



Characters



Features

- Maze walker - player must find the Triwizard Cup!
- Movement: WASD or Arrow Keys
- Danger Spots - “Locus Periculum”

Maze will shift around Cedric if he steps on the wrong parts of the path

Features

- Lighting sources: Moon & Lumos lights
- Sky map
- The Triwizard Cup is a portkey (will cause the world to spin around Cedric)
- End of the story: tragic

Implementation

- Maze: 2D array full of 0s and 1s
- A multi-function system to switch between three distinct mazes we designed
- Danger spots: algorithm
- Portkey spinning world used a modified turn method in our camera class
- End of Game brings a picture of Lord Voldemort casting a spell at the camera



Demo

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Questions?