Ideas:

**MazeMaker**

-random generated map capabilities

-allbewall button to work for all types

-\*warnings/help button/highlighted help on mapmaker

-undo button for mazemaker

-changeDiv to change anything to whatever is selected if pressed on it

**Maze**

-hot and cold game (hints when you're close to a cheese)

-pac man style (being chased)

-trapdoor to other level (or stairs for one level to have several floors)

-way to exit (levels are linked/big world made of mazes)

-music: (ideas: terran 1. protoss 3, 2. black omen.)

-sound effects

-\*\*game menu: you can do levels again that you've beaten (w/ localstorage), etc

-pit squares? (inexcessible)

-moving walls? (squashing?)

-add wall walking to portals (so you can teleport to on top of a wall) //wont work with current picture -config

-make more portal options (green)

-add lightswitch

-more keys/locks

-more visibility diagonally

-\*map dynamics/moving map with mouse.

-flame trap

-burrowing/tunneling

-cat doors. Only lets cats through. // fake walls for pipes?

-ways to attack cats

-end boss (Squeaky?). mid bosses?

-make multiplayer

-more kinds of pipes (T or + shaped)

-maze timers

-hearts, life

###To do

-\*add more levels

-\*add more to the game (see above)

-make reset button more noticable

-fix pic issues (locks/mouse, tombstone/cat) //not sure how

-add animation to cat (hard) //see bottom

-make this arcade game into an adventure.

-check functionality with other browsers (1, 7, 8, 9, 10, 13. ) //good: Chrome, Firefox, Not IE

-check monitor sizes

-add level 20.

-fix: which pic on top (cat on cheese).

//////////////// old code ////////////////////////

<!-- <form>

<input type="radio" name="sight" onclick="visibleOn()"

value="Light" /> Light<br />

<input type="radio" name="sight" onclick="visibleOff()"

checked="checked" value="Dark" /> Dark

(radio buttons for testing purposes)

</form> -->

//var position = $(oldcat1Location).position();

//console.log("old " +oldcat1Location + ", lookAheadTemp " + lookAheadTemp); // + ", pos " + position.left;

// $oldcat1Location.css("background-image", "none");

// $oldcat1Location.removeClass("cat1");

// $oldcat1Location.append('<img src="images/catOminous.png" class="size" style="position:absolute;z-index:3;">');

// $(getImg).animate({'left': 60},cat1Speed,'linear', function(){

// $(this).remove();

// $oldcat1Location.empty();

// cat1LocationX[i]++;

// cat1Location[i] = cat1LocationX[i]+'-'+cat1LocationY[i];

// $lookAheadTemp.addClass("cat1");

// $lookAheadTemp.css("background-image", "url(images/catOminous.png)");

//});