## **Specifications**

Code the player's movements.

Code collisions.

Learn how to develop the game's GUI.

Patch an existing code base.

Create a UML class diagram.

Manage the maze displays.

# Labyrinth

## Methodes and technologies



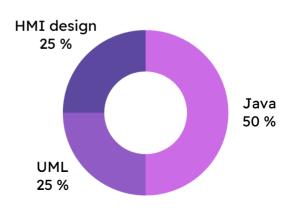




### Final rendering



#### Skills



### THÉRON Evan