**Project 2**

**By -**

**Parth Thacker**

**Harkaranjeet Singh**

**Instructor – Proff. H. Cecotti**

**Course - CSCI 115**

**Project Report**

We have created a 2-dimensional turn-based maze game. In this game, the player, enemy, wall, treasure chest and arrow position can be altered by creating a new text file in level folder based on the specifications mentioned in project statement. The graphical representation of the maze is done by using GLUT library in code blocks.

Game starts with a menu which displays different options such to select difficulty level and exit game. Once you select the difficulty level and enter the game, you can move the player as you want with the keystrokes -> W, A, S, D. As we move one step the enemies move one step closer to the player. Enemies follow the shortest path towards the player. Once the player collect arrow by moving over the grid containing the arrow, he can shoot down the enemy with arrow using arrow keys. The objective is to reach the treasure chest avoiding collision with the enemy. There are walls in the grid neither the player nor the enemy can jump the wall.

The player can quit the game by pressing q key. The game works seamlessly and each action done by the player or enemy is clearly visible.

At last, most of the part of the game project was discussed in class, and a major portion of it was given by professors which was a good help. It needed various changes and addition in it which were done by us and this was helpful in increasing our coding and critical thinking skills.