Overview

My application is a simple collection game with similarities to *Pacman*. The player must collect as many red squares as possible. They are limited to the amount of moves they can take before the round ends. Each screen is randomly picked from a selection of predetermined layouts as included in the /rooms/ directory.

I initially wanted to make a dungeon crawler type game similar to *Crypt of the NecroDancer*. Unfortunately, I discovered that I have no idea how to make a basic enemy AI and to include that in the game would be outside of the time scope of the project. The closest pivot for me was to turn the game into a collectathon since then I would have static objectives.