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Greenfoot Project: Description of Game

I am creating a game called Squeak & Seek. The player controls a mouse through a maze to reach a piece of bread while avoiding snakes. The mouse is controlled with arrow keys and there is a timer to create urgency. The player must reach the bread before the timer runs out and avoid running into snakes, or they will lose the game. Messages will be displayed for winning or losing the game. So the goal is simple: reach the bread quickly while avoiding snakes.

The mouse is the main actor controlled by the player using the arrow keys on a keyboard. The mouse is not allowed to go through the maze walls. It should avoid both snakes in the maze or it will result in losing the game. If the mouse reaches the piece of bread before the timer runs out, it will result in winning the game.

There are 2 snake actors in the maze as the enemies. They will patrol a back and forth path on each side of the maze. When the snake reaches the wall, it will reverse directions and patrol the other way. If the mouse touches either of the snakes, it will result in losing the game.

The bread actor is a stationary object. It is the prize to win the game. The mouse must reach the bread before the timer runs out to win the game.

The wall actor is a stationary object as well. It will create the path for the maze. The mouse and snakes may not go through the wall.

The timer actor will start at 60 seconds for the player. It will begin each time the player clicks the start button. The player must move the mouse to the bread before the timer reaches 0. This will create urgency and a challenge to the game.