

# Escape The View Controller Game

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## Description of your project

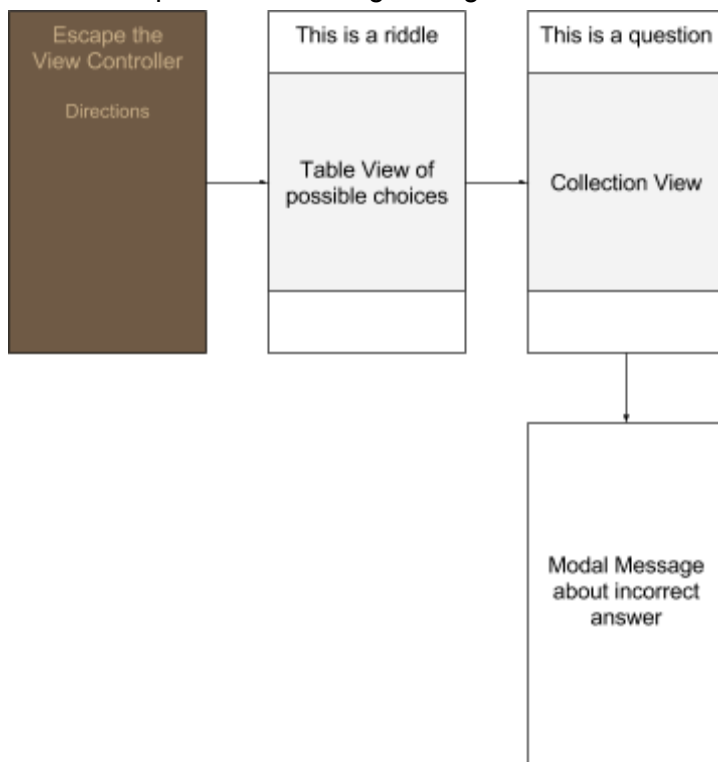
This will be a variant on the escape the room games, but the players will have to escape the different view controllers. Each “room” will be a different view controller that is presented through segues. Every time the player plays the game, the view controllers and exit path will change order. Each view will have some sort of trap (timer, boobytrap, misleading direction) that the player has to try and avoid. If they cannot avoid these traps, they will lose a life. If they lose all 3 lives, they will die.

## Pseudocode for algorithms and program flow

All the code will be inside the different types of view controllers. There won't be a navigation, so the player cannot go back to the previous screen and the game itself will control their use of the game app.

## Visual design template or example

Basic example of how the logic will go.



## Brief description of how you will test your project

After every step I will test to make sure that it is working. I will first test the game as a single path (all the view controllers and exit path will be the same). As I add each room and additional logic, I will test the “happy path” of the app. Then, as I add each view, I will also test the incorrect paths. Finally, I will add the logic that will change the exit path each time.