

Abstract for Simple Direction Arrow

In games that I played in my childhood, there would often be a directional arrow at the top of the screen to help the player find their way. This intuitive help would seem to work perfectly with our project, particularly because all the resources to execute this are readily available. All that would be needed to execute this enhancement is the ability to draw four different directional arrow to the screen, and the means to know which to print at what time.

This is a fairly easy change and hence very feasible. I will have the firstPersonDrawer take on this functionality, and it will receive help from code previously written for the Wizard automatic driver in order to determine the most optimal move. FirstPersonDrawer is the only class that will receive changes, but the draw methods from my guiWrapper (previously MazePanel) will be used significantly.

No particular configuration is necessary for this enhancement.