

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

# M & L Co.

Maraya Burks and Lea Davis



# Maze Game

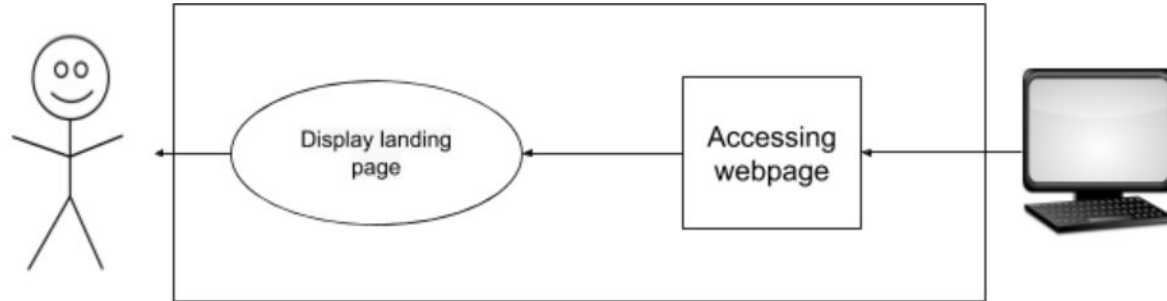
This project is the implementation of a maze game on a web page. This maze will be accessible and free for the public. The maze doesn't have the options to choose difficulty level, instead the user can click the start button to take them to the standard maze game template. After clicking start, the user is given three minutes to get from the start point to the finish point. As in a typical maze, there are horizontal and vertical lines called borders that the user should not go through. The user is able to move freely through the maze. This maze is intended for recreational purposes only, for the maze does **NOT** keep tab of users, score or frequency played.



# Limitations and Summary of Changes

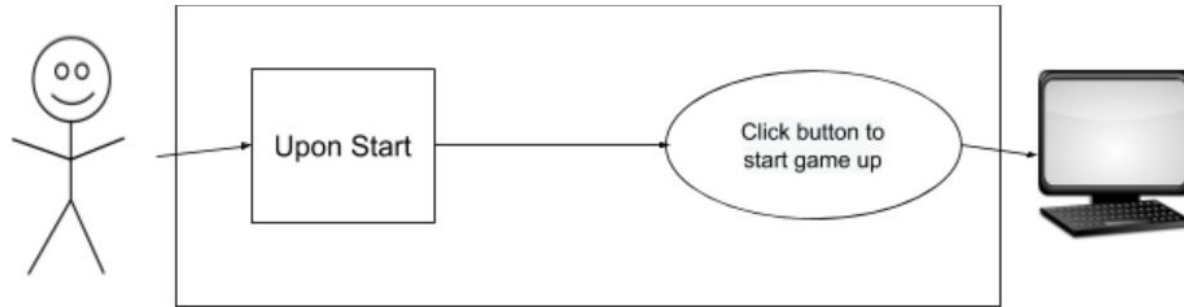
- Easy, medium, and hard difficulty levels for Maze
- The user be taken back to start when contacting any borders
- The status message display at end of game and session
  - The idea of a session has been removed. Users only have the option to play a game.
- The goodbye screen
- The instructions box
- The random holes in the maze that takes you back to the start point
- The random objects in a maze that add time to the timer
- The refresh of the current template if user doesn't make timer
  - There is only one template now.
- The three second pre timer
- The maze generator class
  - There is only one template now.

# Use Case #1



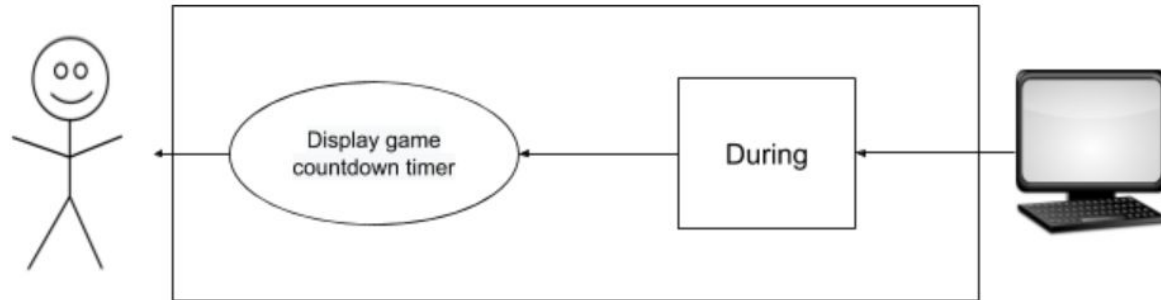
**UC01** - Upon accessing the webpage, the computer will display the landing page with team introductions.

## Use Case #3



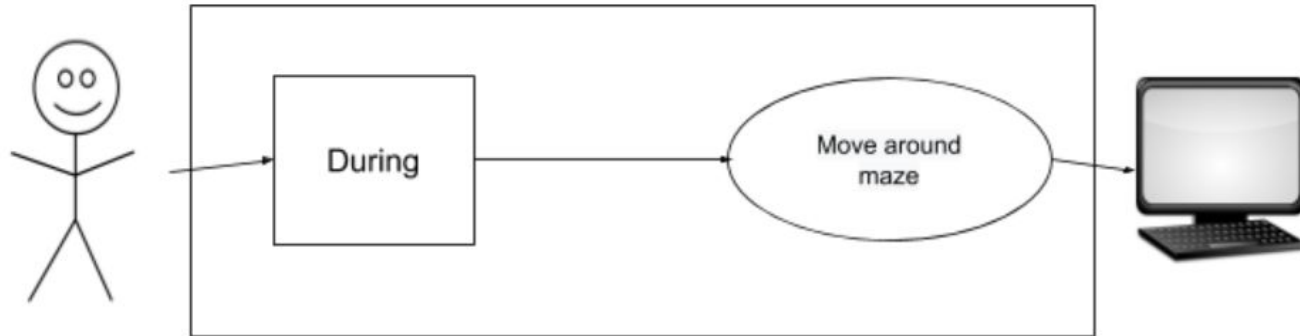
**UC03** - User clicks button to start the maze game up.

# Use Case #7



**UC07** - Computer to display countdown timer

## Use Case #9



**UC09** - User will be able to move around the maze.



# Demo

