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“Save The Prince”, is an interactive, single-player, objective-based game where the player controls a protagonist (The Princess) with the arrow keys. In order to successfully save the prince, the player must move through a maze. The Princess cannot touch the walls of the maze before successfully escaping. Along the way, The Princess must save The Prince and deliver him from the evils of the castle.

1. Import things
2. Create classes
  - a. Class for the princess
  - b. Class for the 3 “lives”
  - c. Class for remaining moves
3. Create a label to record the lives and steps remaining
  - a. Runs checkLose function
4. Create win game function
  - a. Remove princess and prince
5. Add three lives to a list
6. Create functions to update moves label
7. Create functions to register if princess and maze barriers intersect
8. Create functions to move the princess with the arrow keys
9. Create functions to run the game
  - a. Make the game world
  - b. Insert princess object
  - c. Insert maze objects
  - d. Insert prince
10. Add game sound
11. Call the runProgram function to start the game