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***Algorithm - Star Wars: The Maze Adventure***

1. **Start:**
   1. Background image w/ game title and instructions in rectangular box
   2. **Instructions:** Reach your ship at the end of the maze. You have three lives and three levels to get through. Lose all three lives and you lose.
   3. Move using the arrow keys or WASD
   4. Press “START” to go to level 1
2. **LEVEL I:**
   1. Background color changes to Blue
   2. Displays “LEVEL I” & the amount of lives you have
   3. Displays maze
   4. Displays character at one end of the maze
   5. Displays ship at the other end
3. **LEVEL II:**
   1. Background color changes to Green
   2. Displays “LEVEL II” & current amount of lives left
   3. Maze changes
   4. Traps are added around the maze
   5. Displays character at new location
   6. Displays ship at new location
   7. Lose a life if you run into a trap
   8. If you lose all lives, Game Over screen appears
4. **LEVEL III:**
   1. Background color changes to Red
   2. Displays “LEVEL III” & current amount of lives left
   3. Maze changes
   4. More traps added
   5. Moving enemy character gets added to the maze
   6. Displays character at new location
   7. Displays ship at new location
   8. Lose a life if you run into a trap
   9. Lose a life if hit by an enemy
   10. If you lose all lives, Game Over screen appears
   11. If you make it to the ship, Win screen appears
5. **END:**
   1. Create endGame() function to be used ***IF*** the plays loses
   2. Create wonGame() function for the final stage ***IF*** the player wins
   3. Create button to restart the game
   4. Create button to exit the game