COMP 397

Web Game Programming

# Practical Mid-term

20% of total grade

## Sunday, March 10, 2019 @ 11:59pm

**Instructions:**

Create a top-down **maze-like** game in which the player must control a character and navigate through a maze to reach the end. When the player reaches the end of the maze, they win. You are tasked with finding all necessary assets for your game and the creation of the game. You must use **CreateJS** to complete your work.

Your game must consist of the following

* Menu scene
  + Name of the game
  + Background image
  + Your name
  + Navigation buttons
* Game scene
  + Keyboard controlled character
    - Use WASD or arrow keys to control the character
  + Background image
  + Background music
  + Unique maze with proper collision detection (HINT: AABB)
  + Starting position
  + Ending position
    - When the player lands here, the game over screen is triggered.
  + **BONUS**: Traps that sends the player to the start
* Game over scene
  + Victory message
  + Navigation button back to the main menu

**Marks**

You will be evaluated on the following:

* Scene creation and navigation
* Player movement
* Collision detection
* Maze construction
* Asset selection
* Creativity

**Submission:**

Compressed project (.zip, .rar, .7zip) uploaded to eCentennial before the deadline. Please include ONLY the assets used in the game.

**NOTE:** Non-functioning project will be given a 0. Test your submissions!