

## 2D Maze Game

My topic for project two will be on game-design. Having previous experience creating games with the use of C# and javascript, I plan on attempting to create a single-player 2D maze-type game using the java language. The game will have visuals (such as character sprites, pickups, walls, environment textures) designed in photoshop.

Since I have only learned the basics of software development, I will be learning more about game design in java throughout this project and my research, and I will be using other java packages. Not only will this game have a visual aspect in addition to the code, I may attempt to put the game online and turn it into a multiplayer game if I have time.

I plan to learn how to use colliders for the character, pickups, and walls of the maze. If the player collides into the wall, it will not be able to pass. If the player collides into a pickup, the pickup will disappear and points will be added to the player's score.

Because this is a third-person POV game (we will be able to see the first-person character in third-person view rather than only seeing the environment without seeing the person (first-person POV)), I will also learn how to move the character player in java.

In addition to learning new techniques, I will also be applying what I have learned in my section, such as creating and implementing methods, classes, for-loops, arrays, and more. For instance, an array will be used in my game to render pixel count. I will also have a player class, pickup class, and tile class to determine if a given tile is a wall or pickup.

In conclusion, my overall project will be a 2D game consisting of visuals (including a player, pickups, environment, and walls), and coding for it (collider method, movement method, lives remaining, player score). Creating this game will be difficult, as I have not done so in this language before, but I believe I will have enough time to finish it.