We intend to make a game where you use the arrow keys to move the teddy bear through the maze of squares to the *Goal* spot. It will have many moving objects and one stationary, *Goal* spot.

Our three classes that will descend from PFigure are:

1. Graphics drawn teddy bear that the player will control
2. Boxes that the player must avoid
3. The *Goal* spot that will be an image

The parameterless move method in PFigure that will be overwritten will be as follows:

1. teddyFigure: Will Move depending upon what key the user has pressed at a constant velocity.
2. deathBox: Will move at a randomly generated velocity for box its x and y direction. They will go warp over to the opposite edge of the screen when it reaches an edge.

For the points, we will:

* Use keyboard events to move the teddy bear
* Make difficulty increase in every level
* Make it look good and inviting
* Add a level Counter

For the randomness:

* Every time a deathBox hits a wall, it will generate new velocities at random
  + If the new velocity would make the deathBox continue to hit the wall, we will set the opposite of that velocity to the deathBox.

For extra credit:

* Add a timer (in seconds)
* Add a score

Expected time per person: 10-15 hours

Preview:



