

Project description:

We all want to know the truth of our lives. The Nygma Machine can help us. The machine takes the form of an entity loosely resembling a [misty question mark](#).

Requirements:

- Use this [advice slip API](#)
- Users should be required to input their names and a question at the beginning of the game
- Create a game that requires users to use the keyboard to move through a simple maze to get to the Nygma Machine (on mobile, the user can navigate by touching the screen)
- When the user has gotten to the Nygma Machine, it will provide the user a piece of advice (from the API) based on the keywords of their question or, if there are no responses to that keyword, a random piece of advice
- The style of the site should be in the style of retro fortune teller machines (https://en.wikipedia.org/wiki/Fortuneteller_machine)
- The Nygma Machine should be animated with a CSS animations

Stretch goals:

- Challenges in the maze on the way to the Nygma Machine (e.g. traps that restart the maze)
- Save the names of everyone who has made the journey to the Nygma Machine on Firebase
- Display the names of everyone who has made the journey to the Nygma Machine
- Include maze difficulty-level options

Deliverables:

- Project files up on GitHub
- Project up on GitHub pages or your own URL
- All requirements completed BEFORE any stretch goals have been attempted

Brand Colours:



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