

# Maze Runner

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Created for class Programming 2 (NPRG031) at [MFF UK](#).*

## Revisions

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## Notes:

14.08.2020 - Filip Peška: Document created  
22.09.2020 - Filip Peška: Product Goal edited

## Product Goal

The product will be a pseudo 3D game based on the game described [here](#). 3D effect will be achieved via raycasting.

## Functional description

The player will be set to a randomly generated maze and his goal is to successfully reach the exit point. The player will be hunted by the maze protector. When the maze protector reaches the player's location, the game will be over.

## User interface

The game will have a GUI consisting of the menu and the actual game. Whole game will be controlled with a keyboard.

## Functional requirements

- GUI
- Minimap
- Main menu
- Randomly generated maze
- Maze protector - via billboard

## Data inputs

Only data collected by the game will be from the controller, i.e. keyboard.

## Deadline

30.9.2020