

Project title: The maze game

Project Description:

It's similar to our childhood game which we played on a pencil box. It's just a mobile version of the game in which three balls in the maze are to be brought to the centre.

Implementation steps:

- 1) As we are planning to do it for a windows phone we would need to learn c# and xaml so first 6 to 7 days we would learn and try to write some basic codes for that.
- 2) Then we would start actual coding of the game starting with xaml the back code of the game and then proceeding with the front code using c#.
- 3) If there is enough time left after completing the one player basic version of the game we would do the modifications to make the game more wacky and interesting.

Components Required:

We basically require no components to do it the only thing we would need is to learn csharp and usage of gyro coding

- ➔ By the end of the project we would learn two more coding languages c# and xaml

➔ We would also learn the basic game coding.