

# PROJECT : A PATH TO NO END

A SIMPLE, 3<sup>RD</sup> PERSON, TURN BASED, 2D HORROR GAME

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**Description:** This is a simple, 3rd person turn based maze game, with a twist of horror, that is to be made using C++ in OpenGL on 3.3 core profile configuration.

## **Key Features:**

1. Player must navigate through a maze with obstacles and reach exit safely.
2. Ghost will come in a defined way. Before the game starts the path of Ghost will be revealed for one second.
3. For each step player takes, Enemy will also take a step (AI for Ghost) .
4. If the player meets the ghost on the path, player loses a life. Player needs to memorize the path of ghost in order to ignore it and survive.
5. Before all 3 life finishes, Player has to complete 5 levels.
6. All the level features, AI will be included in text files.
7. Images Will be used where it can be to reduce complexity of manual drawing.

## **Estimated Library Usage:**

1. GLFW and GLAD for OpenGL.
2. GLM for math and grid positioning.
3. "stb\_image.h" for image handling.
4. Other STL for simplifying code