Adv CS Final Project: Sam Borak, Maze RPG

Progress Journal: 4/12/19

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| To do (list here items that need to be completed):   * Make the maze fully functional and complete * Create a stack of mazes and make a way to get between them * Add sounds effects and music * Give the player more settings like HP and stamina * Give the enemies more settings and make them functional * Make items and weapons that can be used by the player * Create a shop that the player can buy items from   Optional stuff:   * Make shop keeper who will speak to the player and give information * Make even more items and weapons * Make each level have a different theme or color * Create new characters for the player to choose |
| Features/components completed this week:   * Made the int array that is the grid maze into an array of objects that can see what is next to them * The player will now spawn in a random spot rather than in the center |
| Source code drop (drag and drop primary source code files here for version control): |