Adv CS Final Project: Sam Borak, Maze RPG

Progress Journal: 5/3/19

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| To do (list here items that NEED to be completed):   * Give the player more settings like HP and stamina * Make the enemies or things that can cause damage with settings and make them functional * Make items and weapons that can be used by the player * Add sounds effects and music   Optional stuff I want but might not get to:   * Create a shop that the player can buy items from * 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 * Have the characters occasionally talk |
| Features/components completed this week:   * Create a stack of mazes and make a way to get between them * Made the walls more dungeon like * Made that maze less easy by hiding all tiles except walls |
| Source code drop (drag and drop primary source code files here for version control): |