SDEV200 - Final Project “Dog Days”

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**Brief project description:**

Dog Days is a java based short maze game where users control a dog to navigate through a maze to help the dog get back home before night falls. The user must make their way through the maze before time runs out to win, otherwise the dog is left in the dark and the user loses. After winning or losing the user is able to play the game again or exit. This java based game includes interactive controls, collision detection, a timer, and javaFX to make title and result screens more interactive.

**Test scenarios:** Step-by-step instructions for testing all core functionality:

* Run application using mvn clean package
* Run mvn javafx:run to run
  + We could not get it to run with .jar files.
* Title screen appears with Play button
* Click Play button to launch maze
* Guide the dog character through the maze using arrow keys
* Movement is stopped when player hits the maze wall
* User guides dog character to the maze exit / house and win screen appears
* User fails to get to maze exit / house before time runs out and lose screen appears
* On win / lose screen if user presses Play Again button they will be sent back to title screen
* User chooses to exit game - application will stop running

**Description of any dependencies:**

Dependencies used include JavaFX to present the title, lose, and win screens with functioning buttons.

**Instructions to build the program using Maven:**

Project must be downloaded, to start application run within the project terminal: mvn clean package

**Instructions to run the compiled JAR file:**

To start the application run: java -jar target/maze-game.jar

**Game Screens:**







