Ideas:

**MazeMaker**

-~random generated map capabilities

-~allbewall button to work for all types?

-\*undo button for mazemaker

-clear button

**Maze**

-make this arcade game into an adventure.

-hot and cold game (hints when you're close to a cheese)

-pac man style (being chased)

-\*trapdoor to other level (or stairs for one level to have several floors)

-way to exit (levels are linked/big world made of mazes) //perhaps each level has a permanent wall border except where the exit is.

-music: (ideas: terran 1. protoss 3, 2. black omen.)

-sound effects

-pit squares? (inexcessible)

-moving walls? (squashing?)

-add wall walking to portals (so you can teleport to on top of a wall) //wont work with current picture -config

-make more portal options (green)

-add lightswitch

-\*\*more keys/locks

-flame trap

-\*more kinds of pipes (T or + shaped)

-cat doors. Only lets cats through.

-\*ways to attack/defend against cats

-things attract cats, such as catnip

-\*end boss (Squeaky?). mid bosses?

-burrowing/tunneling

-\*map dynamics/moving map with mouse.

-intro at beginning

-add animation to cat (hard) //see bottom

-fix portals, including fixing pic if both are on it (hard, can be left as is)

-cheese counters for each mouse

-figure out controls (if arrow keys work)

-Levels:

-walls of locks and tons of keys and cheeses and cats.

-mice on opposite sides needing to distract the cats for each other.

**-plan for MazeMeander2**

2 mice helping each other get to the end while competing for the most cheese

Tom and Jerry? (one player is a chasing cat)

Pinky and the brain (one is smart, the other is fast?)

**To do**

-\*add more levels

-\*add more to the game (see above)

-check functionality with other browsers (1, 7, 8, 9, 10, 13. ) //good: \*Chrome, \*Safari, Firefox, Not IE

-check monitor sizes