



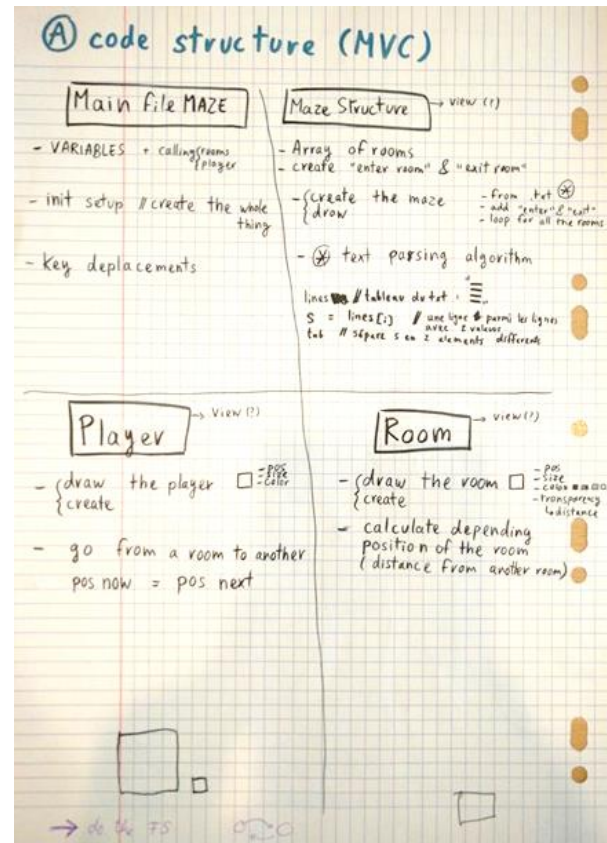
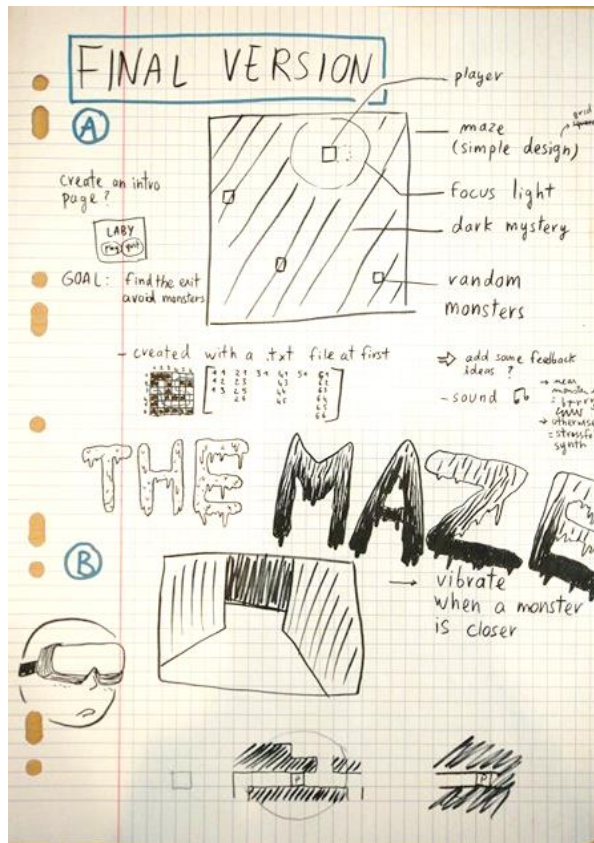
# Prog. of Interactive Systems

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## MAZE

### What was planned ?

The goal was to do an immersive maze in "scary" vibe, like if you're trapped in a pyramid maze and you only have your flashlight or torch to light you the way. You woke up inside the maze and you need to escape otherwise you will die of hunger or be killed by a potential monster.



## What is there ?

I have first programmed something with eclipse then we were apparently allowed to use another language, so I've decided to use processing because it's made for graphics creation.

```
1 39 39 1.5
2 25 7 1.5
3 35 39 1.5
4 1 1 1.5
5 1 2 1.5
6 1 3 1.5
7 1 4 1.5
8 1 5 1.5
9 1 7 1.5
10 1 8 1.5
11 1 9 1.5
12 1 10 1.5
13 1 11 1.5
14 1 12 1.5
15 1 13 1.5
16 1 15 1.5
17 1 16 1.5
18 1 17 1.5
19 1 18 1.5
20 1 19 1.5
21 1 21 1.5
22 1 23 1.5
23 1 24 1.5
24 1 25 1.5
25 1 26 1.5
26 1 27 1.5
27 1 28 1.5
28 1 29 1.5
29 1 30 1.5
30 1 31 1.5
31 1 32 1.5
32 1 33 1.5
33 1 35 1.5
34 1 37 1.5
35 1 38 1.5
36 1 39 1.5
37 2 5 1.5
38 2 9 1.5
39 2 15 1.5
40 2 19 1.5
41 2 21 1.5
42 2 31 1.5
```

There is a first screen with level selector (you can pick between level 0 and 9). The maze structure depends of the file selected.

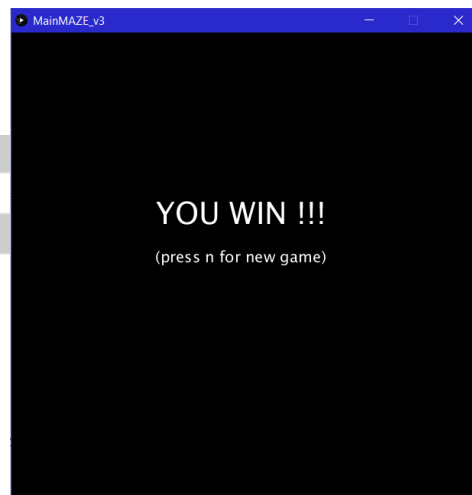
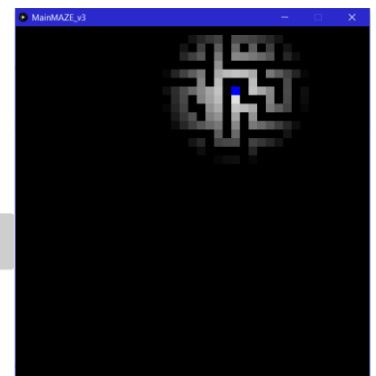
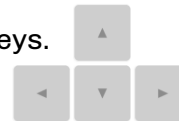
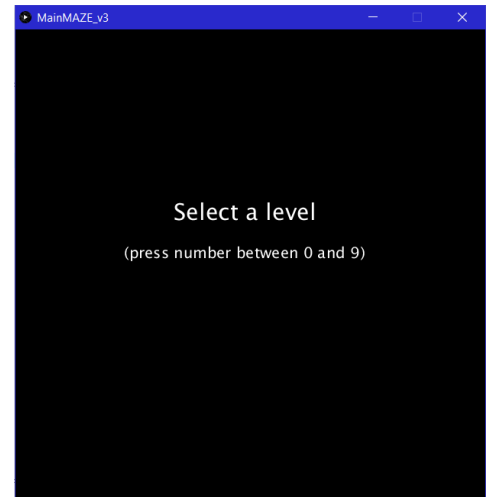
There is 10 text files (example extract on the left). The first line is the maze size, the second line is the entrance position (where the player appears), the third one is the exit position. The other lines are the path position square by square.

Once the file is loaded, it displays the maze with a layer of darkness around the player position. At that moment the player is at the entrance.

The player can move into the maze with the arrow keys.

The goal is to find the exit (red square).

When the exit is found, the player wins and can start a new level by pressing 'n'.



## What's next ?

This is a first very basic version, here are few ideas for improving the game :

- Add some monsters depending of the level and with different level of difficulties (random or directionally attracted by the player or that find the way to reach the player with something like Dijkstra algorithm)
- Having a torch light that run out of fire/battery so you have to search for another torch or find batteries or go to a special zone to load it. Otherwise you just see something like two rooms in front of you.
- Add some sound depending of the things you are close to (when you are closer to the exit, you hear birds noise, when a monster is closer you hear "monster noise", etc)
- Be able to kill monsters by finding objects like blade or guns.
- Create a maze with several floors (for example a monster keep the exit door so you need to go to the rooftop to get a weapon, or when you reach the rooftop, it's a small platform from where you see the whole maze from above not in the dark)

Another further step would be to use Unity to create something more immersive and be able to walk in the maze with a personal point of view, face the monsters, etc ! (a bit like in Doom)

