

Maze Project 16/11/13 (Due 10/01/14)

Objective

Make a maze game in C that:

- Has a player that faces in the direction that it's moving
- Has walls that send the player back to the beginning if the player touches them
- A victory condition
- A score
- A scoreboard that gets scores from a .txt file and reads and writes them as necessary

Other things we will add are:

- Things that give you more points
- Walls that are initialized from a text file
- Walls around the maze that allow for an area around the maze.

How to do it

I will have 2 different functions that I will use to achieve the objective:

- collide()
 - This will be used to see if a collision_box is colliding with another collision_box.
- collideFromPointer()
 - This will call collide() but with a pointer arg.
- randomNumber()
 - This finds a random number suitable for placement of items.
- setUpItem()
 - This finds a location for an item that doesn't collide with the walls.
- setUpWalls()
 - This returns an array with all of the walls.
- getScores()
 - This returns the scores in the highscore table
- setScores()
 - This changes scores.txt to include the score if it is included inside the highscore table

How to test it

To test this program, first type 'make pi' into your console window, and then './game.pi'.

The game will start, allowing you to do these particular things:

- Walking in all directions, to test if the player faces the way it is moving
- Touching one of the walls, to see if they send the player back to the beginning
- Getting to the end (shown by the checkered flag), to test the victory condition
- Looking at the score, to show that there is a score
- Looking at the scoreboard and checking the scores file, to make sure the scoring works.