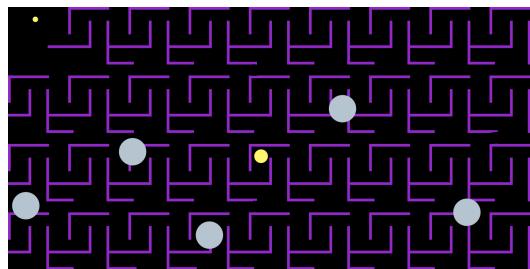
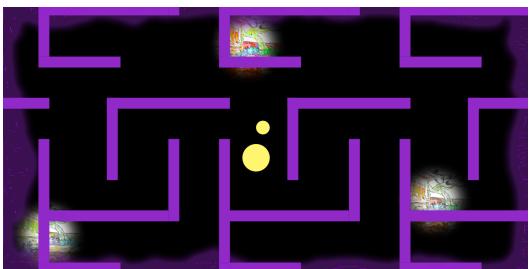
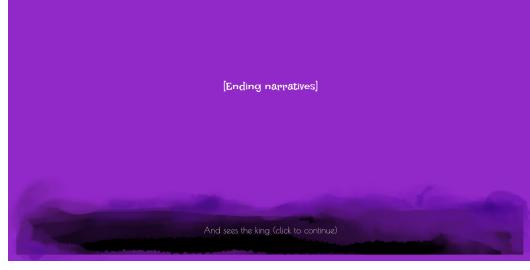
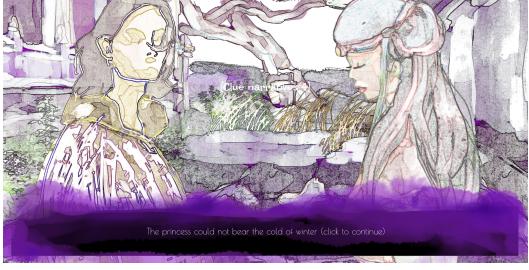


Progress Update
CART253
Man Zou

A Maze

Progress Comparison

1. Visual Elements and Navigation

Before	Now
 <p>Maze Structure</p> <ul style="list-style-type: none"> - Same blocks of walls repeated - Player is the tiny yellow dot - The bigger yellow dot opens up the walls of the maze - Grey dots are buttons for different clue narratives 	 <p>Maze Structure</p> <ul style="list-style-type: none"> - Allows scrolling effect - Array of images added for the clue Buttons - Animation added when opening up the maze with the bigger yellow dot - A random fourth wall is added to some but not all blocks of walls (script: 169)
 <p>Narratives</p> <ul style="list-style-type: none"> - Only text boxes 	 <p>Narratives</p> <ul style="list-style-type: none"> - Images and characters added - View animated depending on the mouse position
<p>Loading...</p> <p>Loading page</p> <ul style="list-style-type: none"> - Default 	<p>Loading...</p> <p>Loading page</p> <ul style="list-style-type: none"> - Customized

2. Code clean-ups

- The clues functions (all 5) are put in one class and called in for loops; each containing different texts
- The maze class has new variables and methods added to check different things including the random fourth wall, rotation, and parallax effect.
- The clue button class has a new parallax method
- Sound codes for the maze state have been changed to not start upon mouse pressed but automatically when the player enters in the maze

Future Work

1. Maze

- I plan to insert a map at the top right that displays the entirety of the maze and the relative position of the player.
- I plan to change the images and visual elements, as well as make the player more distinguishable
- I plan to add an instruction page just when the player enters the maze about what different elements do.

2. Narratives

- More characters (king & priest) and more backgrounds
- Ending choice offered