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Project 02: Progress Report

I honestly have not developed the project that much further from the initial stage and am severely behind schedule. I followed the previous feedbacks concerning using OOP and some other details but I am still unsure how to follow through “*encoding the ideas about which portals are active in a room in terms of properties*” (still confused and forgot to ask more about it). I manage to work out the different maze layouts under different OOP files and made it so the user can “select” the layout instead of being random (subject to change). I had a bit of a struggle understanding and successfully converting the original prototype into different OOP files and making sure the elements work (wasted a lot of time). But in the end, the main skeleton of the project is done: working maze layouts (times three).

I believe I am about to face the hardest part of my project which is to implement the most important part of my program: the minigames. After I hopefully figure out how to encode the portals in a better way, I will put in the small events inside each room, and make it so the user cannot use any portals until the minigame has been cleared. When a minigame is finished, it does not restart for the rest of the journey in the maze, meaning that the player can leave and come back in the room without having to replay. When entering a new room, instructions will be displayed and will not disappear until the game starts. The minigame does not start until the user moves. The minigames themselves should be easily implemented as they are taken from the exercises this semester. What I am unsure of is combining the maze and the minigames together. (I will think more about on add-ons such as visuals and SFX/BGM once I get this important step done)