

# CBL Backlog

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Topics of choice

1. GitHub
2. Persistent storage

Name	How to Demo	Notes
1. Tile-Based Level Rendering	Run the game and press 'Start' or choose a level through 'Select level': a maze appears on the screen.	For every level there appears a distinct maze.
2. Player movement	Start game; use arrow keys/WASD to move up/left/down/right, respectively	
3. Collision Detection	By moving the player: the player moves until the closest wall in the chosen direction.	
4. Win Condition (Goal Tile)	Finish a level by reaching the goal tile: in the frame the maze has disappeared and another panel has been displayed.	The panel contains the buttons 'Next level' and 'Main menu', the time in which the user completed the level and a congratulatory text are displayed.
5. Menu Screen	Run the game: the main menu appears.	The main menu contains the buttons 'Start game', 'Select level', 'Settings' and 'Exit'.
6. Start game	Click the 'Start game' button in the main menu: you enter a level.	The user continues from the first uncompleted level.
7. Level storage	Exit the game by clicking 'Exit' in the main menu: if you restart the game and click 'Start game' in the main menu, you resume with the last played level.	

8. Exit game	Click the 'Exit' button in the main menu: the game closes and the user's data is saved.	
9. Restart	Play the game: by pressing 'R' the level restarts.	
10. Select Level	Click the 'Select level' button in the main menu: a menu appears with buttons to select a specific level. The menu also allows the user to construct a custom level.	The user can play a custom level if they fill in the correct size and location of the file in which their maze is stored.
11. Time storage	Complete a level: the time needed by the user to complete the level is displayed in the level selection menu.	
12. Sounds	Run the game: if you turn up the volume through 'Settings' you hear music.	
13. Settings Menu	Click the 'Settings' button in the main menu: a settings menu appears.	The settings menu contains a volume slider.