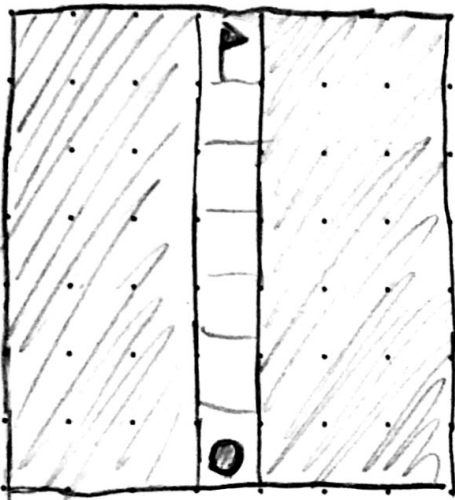


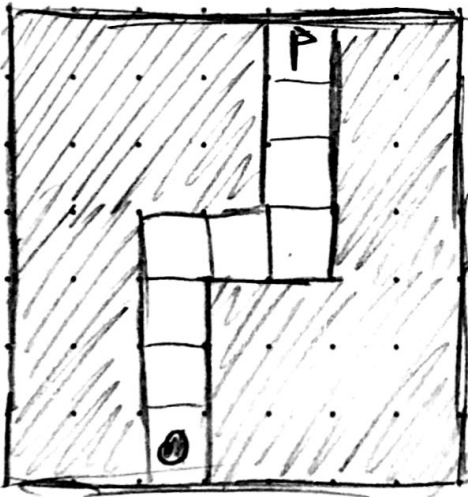
# Maze Coder Game

Rogue-like maze game that must be solved with code. Every level must be solved using the same piece of code.

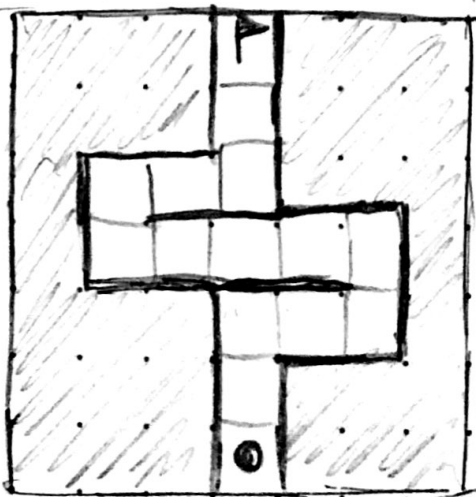
Level 1



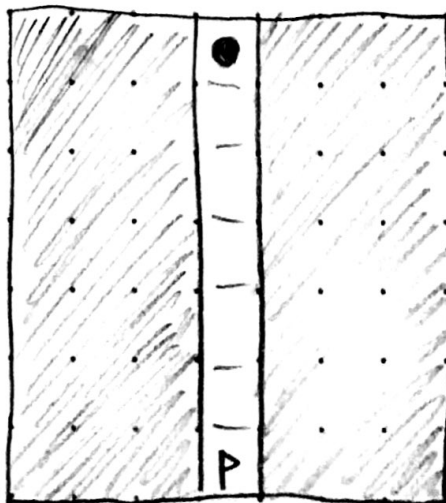
Level 2



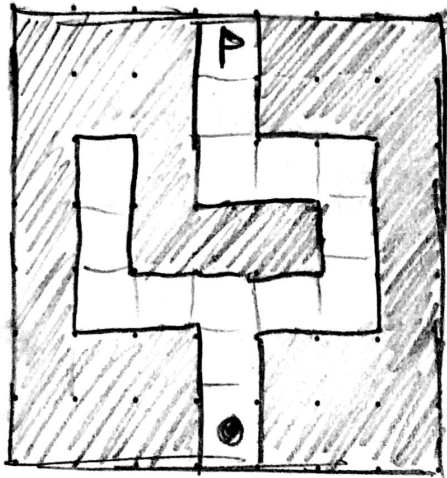
Level 3



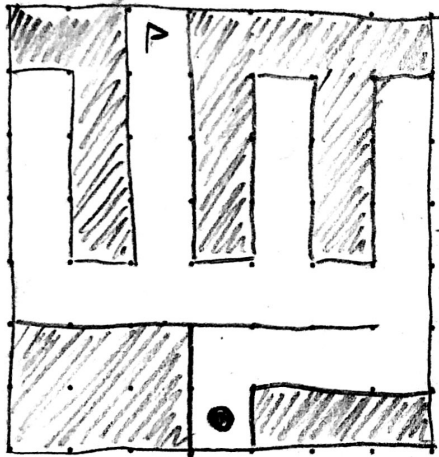
alternative



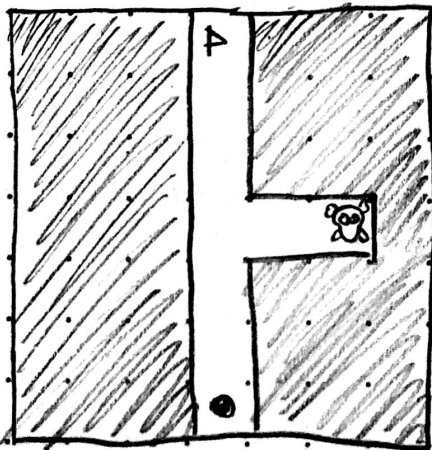
Level 4



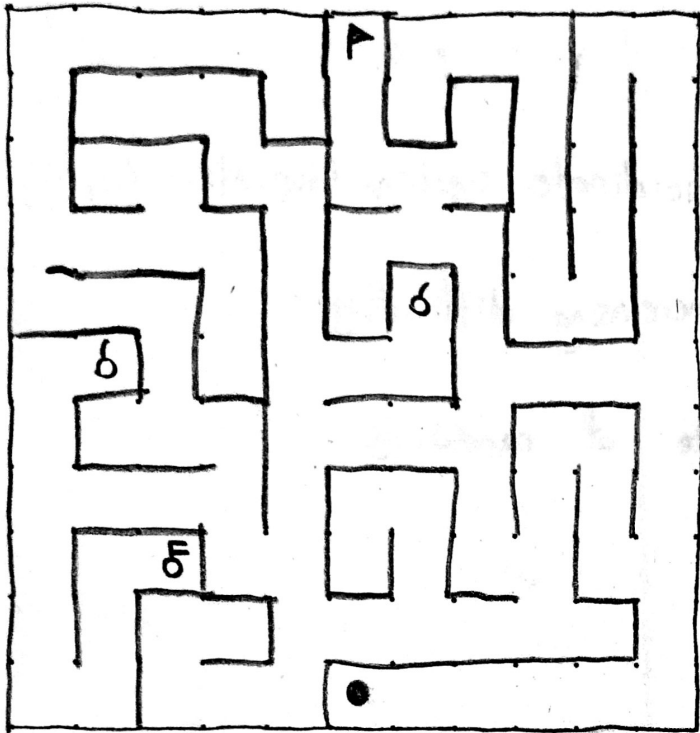
Level 5



Level 6



## Example Lategame Maze



disjoint sets generation

● player

P goal

o fruits (points)

F key for goal

others possibilities

- enemies
- ammunition (to kill monsters)
- monsters
- combat?
- cells that are walkable but cause a penalty

## Game features

Cells on a grid with coordinate system (topLeft = (0,0)).

Pre defined levels of increasing difficulty.

Ends with endless mode of randomly generated levels.

# API Basic

## Actions

move Up

move Down

move Left

move Right

move Random

turn Up

Down

Left

Right

turn Around

move Forward

move Backward

turn Random

## Game state

wall Ahead

wall On North

South

East

West

at Fork

get Current Location

get Current Direction

get Goal Location

at Deadend

cell Ahead Contains Trap

cell Ahead Walked Before

## API Advanced

### Game State

get Map

- Returns a 2D array that represents the map (walkable cells)

get Map Graph

- returns the first Node of the graph that represents the map -

contains Goal (coordinate)

contains Trap (coordinate)

⋮  
ETC