

CMPS 3350 - Final Project

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No Escape

Overview:

You wake up lost and confused not knowing where you are, and with no idea on how to escape. There are many pathways ahead of you, yet you lack the knowledge and confidence to choose the right one. You must walk this unknown path and escape this treacherous maze where some deluded soul placed you. Choose your path wisely or you may spend the rest of your life looking for a way out.

Technical requirements:

- Programming in C++
- Framework asteroids.cpp
- Graphics with OpenGL

Features:

Basic menu for the player to start the game. Being able to look around. Add simple physics to allow the players to be able to collide into the wall. It should enable the player to look around. So when the player reaches the end of the maze it either goes to another level or the game ends. Furthermore, it should allow the player to close the game by pressing the escape button.

Asteroids.cpp was chosen as a relatively simple program from which we could derive many of the key inputs and some movement physics.

Later, we intend to derive some of the grid setup from `snake.cpp` which will make up the maze, as well as the impassable walls and collision.

End game idea:

Add rooms to our maze to give more depth, as well as enemies, rewards, and more levels. Possible health bar to show that the enemies are actually a danger to our maze.

Our endgame goal after the basic requirements are done is to make it a lot more interesting than having a basic maze game.

Examples:

