

Morphing Maze



Group 7
Jukka Stranden
Marko Suhonen
Jarno Lehto

Idea

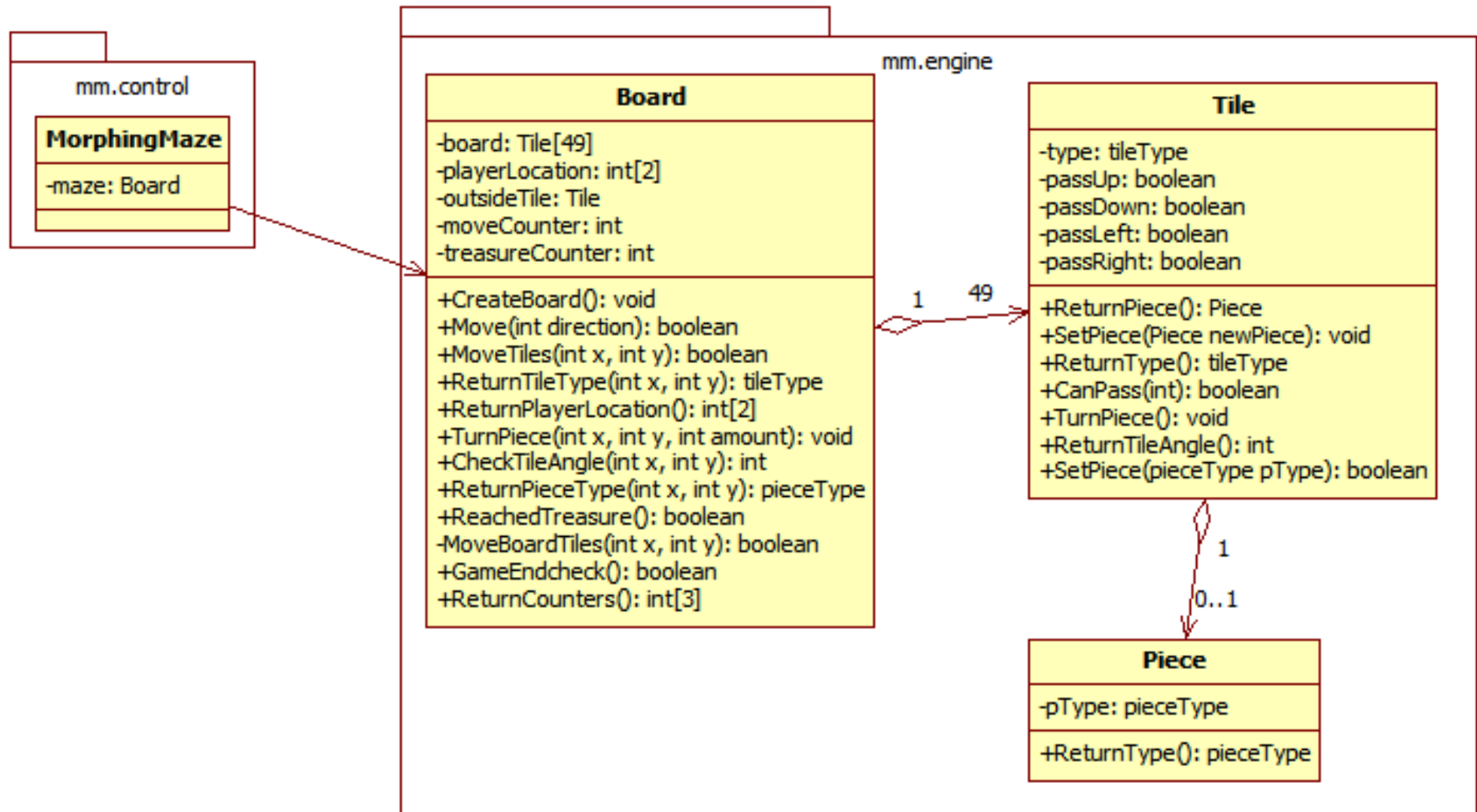
- Labyrinth game
- Player has to collect three treasures from the maze
- Maze can be modified



Features

Feature	Priority	Implemented?
Drawing the board	1	Yes
Piece movement	1	Yes
Tile movement	1	Yes
Tile rotation	2	Yes
Error toasts	2	Yes
Goal detection	2	Yes
Turn counter	3	Yes
Options menu	3	Yes

Design



Development

- Good
 - Based on Java, so it was easy to program
 - Easy to make graphics
- Bad
 - Emulator is slow and slow to start
- Hard
 - Layout