Overview:

In Prison Escape, the player will have the opportunity to escape prison, which is the goal and gets to shoot at cops along the way. There will be different levels for the player to complete and with each level being harder than the last. In order to complete a level, the player needs to go through a maze, while trying to stay alive. The player only has three lives in order to complete the game. If the player dies three times, then they would have to go back to Level One. The goal of the game is to complete each level without dying and to escape prison.

Prison Escape Game:

One player game.

2D Game and Top Down view.
The Requirements Specification:

• Change different images and mazes for each level of the game.

• Create the mazes with the waterfall lab.

• Using the asteroids game for our framework.

• Implement a health status and a high score system which saves the scores of whoever plays it and sends it to Sleipnir to be saved.

• Use the arrow keys to move the player around the game

Design:

• Have different background for each level of the game.

• Design multiple sprites for characters.

• Create a menu page (with buttons)
  - Start
  - Highest Score
  - Help
  - Exit

• Design the maze with different textures and implement collisions for the walls.

• Add music and sound effects(maybe).